No.1 FOR PLAYSTATION 2

PSM2

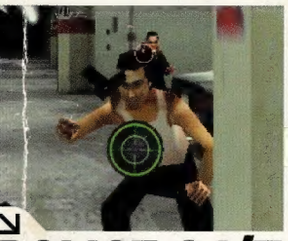
NEW GAMES!

DEUS EX

EXCLUSIVE! PS2 bags the greatest game ever made!

WIPEOUT FUSION

IT'S BACK! But this time Sony's racer is on the rocks.



POLICE 24/7

HIT THE DECK! But does it make a move on *Time Crisis*?

HEAD HUNTER

MAJOR REVIEW! *MGS2*-beater or *Winback*-lite?

EXCLUSIVE TEST DRIVE!

GRAN TURISMO CONCEPT

New cars! New tracks! New challenge! We review Japan's number one game!

MAX PAYNE

THE PC SMASH WANTS YOUR CASH! Max fun or Payne in the grinner?

NEW TO PS2?

193 games reviewed and expertly rated – don't miss out...

FINAL FANTASY 11

FIRST PLAY! We're first to go brain-on with Square's on-line monster!

ONLY IN PSM2

- Nail SSX Tricky's harshest courses – pg94
- Why sh*tty games are still made – pg104
- Who's the best in Britain at Tony Hawk's 3 – pg80

THRASH YOUR GAMES

EXPERT GUIDES TO HELP YOU FINISH:
JAMES BOND 007 **TONY HAWK'S 3** GTA 3

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WATCH YOURSELF - DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE

PlayStation.2

VIS

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WELCOME TO PSM2

GRAN TURISMO CONCEPT

PSM2 COVER GAME! PG20

The squeal of molten tyres, the gut-wrenching whip of the back end, the guttural hiss of turbo... Welcome to the future of racing...

WORKED OFF THAT CHRISTMAS BLOAT? GOOD, NOW OPEN WIDE AND HAVE A BITE OF THIS!

Back already? Excellent. New to the mag? Pull up a bar stool, make yourself at home. Just browsing before a crafty flick through Just-17? Don't mind our conspiratorial nudges. We're just here for the games. Long games, short games, good and bad. They're the lifeblood of PSM2 you see, the thing we eat, sleep, breathe, cough, itch...

Sound a touch obsessive? All a bit Laurence Llewelyn-Bowen at home? Well, we'd rather see ourselves as dedicated. Dedicated to giving you the best overview of everything about this weird, wild world of PlayStation 2; dedicated to making sure your cash doesn't get frittered away on skid-mark titles; dedicated to bringing you the best games first. So, if you want to know what to expect from *GT Next* when it arrives later this year, look no further than our exclusive import review of *Gran Turismo Concept* on pg20. Or if the chilling touch of John Carpenter's *The Thing*'s more your style, be the first to see the game's brand new and extended trailer on our blistering DVD.

From hard racing to racing pulses, we know what you want and don't sleep until the code's resting in your hands. And, with a year ahead bulging with potential triple-As, you're gonna need this sort of tireless advice every step of the way.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

☑ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

☑ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

☑ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

☑ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

☑ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

☑ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE
PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ

コンテンツ

31 PAGES RIPPLING WITH REVIEWS! THE TRUTH BEGINS ON PG20...

REVIEWED!

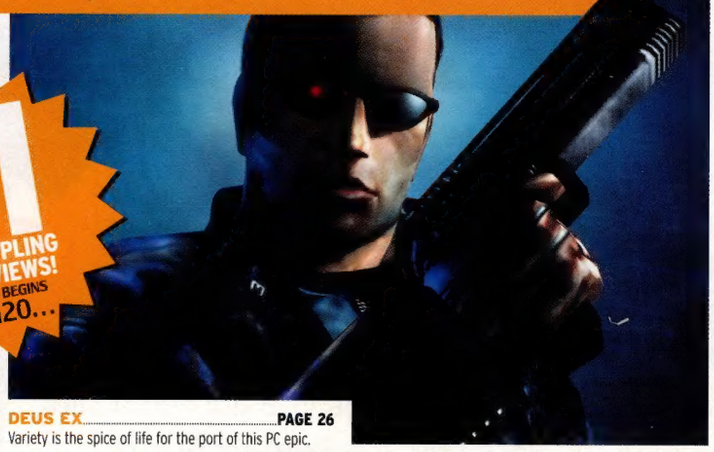
PSM2 IT KICKS OFF HERE! PG20

GT CONCEPT!

The best driving game ever created screams back on track with all-new experimental motors. And guess who's already put all 61 cars of tomorrow through their paces? Go to pg20 right now for the definitive verdict.

WIPEOUT FUSION 44
The undisputed king of future racing attempts to rip back its crown.

MOTO GP2 50
Leather up and ride Namco's second two-wheeled tarmac-chewer.



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Variety is the spice of life for the port of this PC epic.

MAX PAYNE ..... PAGE 58
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"IT TRIES DESPERATELY TO BE 'GRITTY' AND 'ADULT'... IT'S FULL OF HOOKERS, JUNKIES, AND GORE" - MAX PAYNE, PG58

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WE RECOMMEND YOU GO HERE FIRST...

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Reading this on the train? Pore over this page to get a load of the awesome games that you'll be able to see in action once you get home...

10 LETTERS
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ISSUE #19 "CONCEPT GOER"
When Kaz Yamauchi says he's got something tasty lined up for the fans of *GT3*, you can bet we're first in line for a bite of the action.

YOUR QUICK FLICK GUIDE!

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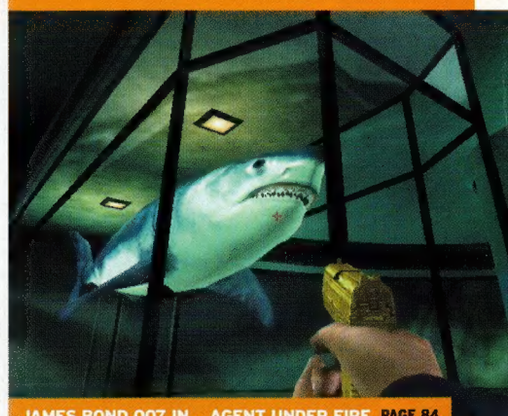

JAMES BOND 007 IN... AGENT UNDER FIRE ..... **PAGE 84**
All the Bond moves you'll ever need while in Her Majesty's secret service.

BONUS STUFF

Features that take you deeper into the dark world of PlayStation 2. Get ready to experience the future of gaming.

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7 ON YOUR DVD

There's a smart mix of top quality game demos, news, tips and more on this month's awesome disc.
For more info ..... Turn the page

IF YOU'VE GOT WHAT IT TAKES TO CONTROL A 500CC FUEL GUZZLING MONSTER WITH PINPOINT PRECISION AT A SPEED OF AROUND 200MPH LEANING SO FAR OVER YOUR FACE IS JUST ONE TREACHEROUS INCH FROM THE GROUND THEN YOU'RE IN FOR A GREAT NECK WRENCHING EXPERIENCE.

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uk.playstation.com

ON YOUR FREE DVD

Rammed. Fat. Stuffed to the gills. Not just with the greatest new titles on PS2, but with more in-game footage than any other disc!

YOUR QUICK FLICK GUIDE!

GAME NAME	SECTION
18 Wheeler	Reviews
Auto Modellista	Accelerator
Bass Strike	Reviews
Colin McRae 3	Accelerator
Commandos 2	Coming Soon
Conflict: Desert Storm	Accelerator
Conflict Zone	Coming Soon
Dark Summit	Coming Soon
Devil May Cry	Accelerator
Deus Ex	Coming Soon
Dragon Rage	Coming Soon
Dropship: United Peace Force	Reviews
	Developer Insight
Dynasty Warriors 3	Coming Soon
Ecco The Dolphin: Defender Of The Future	Reviews
Evil Twin	Reviews
Gran Turismo 3: A-Spec	Tips
Headhunter	Reviews
Kessen 2	Coming Soon
Legends Of Wrestling	Reviews
Lego Racers 2	Reviews
LMA Manager 2002	Coming Soon
Maximo	Coming Soon
May Payne	Coming Soon
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Mike Tyson Boxing	Coming Soon
Monsters, Inc.	Reviews
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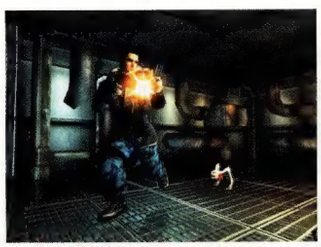
Sunny Garcia Surfing	Coming Soon
Supercar Street Challenge	Reviews
Tekken 4	Accelerator
TimeSplitters 2	Coming Soon
	Developer Insight
The Thing	Coming Soon
Tony Hawk's Pro Skater 3	Tips
	Accelerator
TOCA Race Driver	Coming Soon
UEFA Champions League	Reviews
Virtua Fighter 4	Accelerator

THE FEATURE PRESENTATION...

THE THING

John Carpenter's stomach-churning remake of the classic chiller flick gets converted to PS2 in the shape of a gripping action adventure. On the DVD you'll be able to savour the incredible suspense-building trailer, showcasing some gorgeously detailed cut-scenes and giving you a teasing glimpse of what to expect this Spring. We're already firing up our flame throwers and getting paranoid in eager anticipation.



PINT-SIZED PERILS: "I don't know what's in there, but it's weird and pissed off..."

TRUST NO-ONE: The creature can take on the form of any living organism, even your human allies.

PSM2 EXCLUSIVE...

SPY CAM ACTION!

With the PSM2 Spy Cam cunningly disguised as a loaf of bread, we infiltrated Codemasters' Warwickshire HQ to bring you exclusive video footage of two of the most eagerly awaited games of 2002 – *Colin McRae 3* and *Prisoner Of War*. Marvel at the speed and definition of McRae's latest rally rush and salivate over the prospect of getting one over on the squareheads with our succulent show reel.

HOME TIME: Wartime escapades aplenty in Codemasters' *Prisoner Of War*.

INSIDER TIPS...

TONY HAWK'S 3

PSM2's very own Dan Dawkins dons comically baggy shorts, showing off his scabby knees to all and sundry, to bring you the definitive lowdown on where to find all of those fiendishly placed secret tapes in the world's greatest skating sim. By following his expert guidance, you'll be well on the way to completing every stage 100 percent and unlocking everything the game has to offer, including Sith lords and X-Men.

Grinding to a halt? Our Dan's the man for expert guidance in *THPS3*. Just click R3 for instant commentary.

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...

OUR THANKS TO...

Aqua Lung for supplying the track *Old Skool* for Accelerator.

PROBLEMS WITH YOUR DVD?

Then slip it into an envelope and send it to this address:
PSM2 DISC RETURNS, TIB PLC, UNIT 5, TRIANGLE BUSINESS PARK, PENTREBACK, MERTHYR TYDFIL, MID GLAMORGAN

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

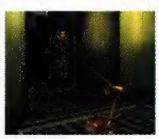
#19 THINGS AREN'T WHAT THEY SEEM

Just because you're paranoid, it doesn't mean they're not after you – Universal are bringing a whole new emotion to PS2.

Name Daniel Dawkins
Age 26
Occupation News Editor PSM2 Magazine

Can I trust him?

Expect to be asking yourself that question a lot when *The Thing*'s released. The Ennio Morricone score, sickening tension and memorably horrid bits make the John Carpenter original a PSM2 office favourite, and it's always been a clear candidate for some classic *Resi* action adventure treatment. As you'll have already seen on the DVD, the game takes place in the same antarctic research base as the film – MacReady's come down with a terminal case of frostbite, so we're guessing that a frozen Childs is lurking around somewhere. Potentially, anyone you meet could be a malevolent alien in disguise, and – short of tying them to a sofa and sticking hot wires in their blood until one of them freaks – there's no way you'd know the difference. Until it was too late...



You poor son of a bitch. You're starting to lose it, aren't you? Or maybe you're one of *them*.

Ah, but that's what they *want* you to think. See, unlike the similarly frosty *Extermination*, you can't simply deal with the infestation by going nuts with a flame-thrower. You'll have a core team of medics and engineers, but they need to be protected by other soldiers – who could become infected at any time. It's this trust/fear dynamic that makes these decisions so compelling – do you give orders at gunpoint and risk a mutiny? How can you trust anyone who's been out of your sight? How can *they* trust *you*? Couple this constant unease with sweeping cinematic camera angles, murmured snatches of overheard dialogue, snowstorm particle physics and eerie flashlight effects for what could the most disturbing experience since the first expedition to Racoon City. Then fling in a few tree-sized creatures that weren't even in the film. Eep. Forget Rocky, Mission Impossible 2, Terminator, Nikita, Dusk Till Dawn, (deep breath) Spider-Man, Austin Powers, Jurassic Park and Men In Black – *this* is the film license we're all getting twitchy about. Trust us. **PSM2**

"UNLIKE THE SIMILARLY FROSTY EXTERMINATION, YOU CAN'T SIMPLY DEAL WITH THE INFESTATION BY GOING NUTS WITH A FLAME-THROWER"

PREVIOUS DEFINING MOMENTS

#01 TEKKEN TAG INTRO SEQUENCE
#02 THE METAL GEAR SOLID 2 TRAILER
#03 WHEN YOU WANDER OFF-PISTE IN SSX
#04 SEEING THE DETAIL IN GRAN TURISMO 3
#05 THE THIRD PLACE
#06 PLAYING METAL GEAR SOLID 2
#07 HANDS-ON WITH STAR WARS: STARFIGHTER
#08 THE LIVING EMOTIONS OF ONIMUSHA
#09 GORILLAZ ON MTV MUSIC GENERATOR 2
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#17 ICO'S OTHERWORDLY ALLURE
#18 A BLOODY GOOD PUNCH-UP ON PS2

DON'T MISS

GAMES THAT DEFINE PS2...

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MAX PAYNE pg58

SHOOT FIRST. ASK QUESTIONS LATER.

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PlayStation 2

HEADHUNTER

You awake on a surgeon's table suffering from amnesia. Who are you? Where are you? How did you get here? But don't forget the golden rule; bullets first, questions later. Track down felons, solve puzzles, ride motorbikes and survive gunfights to regain your title of the world's no.1 bounty hunter and rediscover your identity. Any questions? Made by Sega for PlayStation 2.

SEGA AMUZE.

www.headhunterthegame.com

PlayStation 2 THE THIRD PLACE

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

STAR LETTER

"GAME DEVELOPERS CAN'T BE BOTHERED TO DISPLAY A SIMPLE LANGUAGE SELECTION ON THEIR GAMES, SOMETHING THAT WOULD TAKE ABOUT 20 SECONDS"

GAME
WWW.GAME.UK.COM

FREE PS2 GAME!

Each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, GAME will be sending you a copy to your door. We're too good to you people. Now get writing...

Dear PSM2

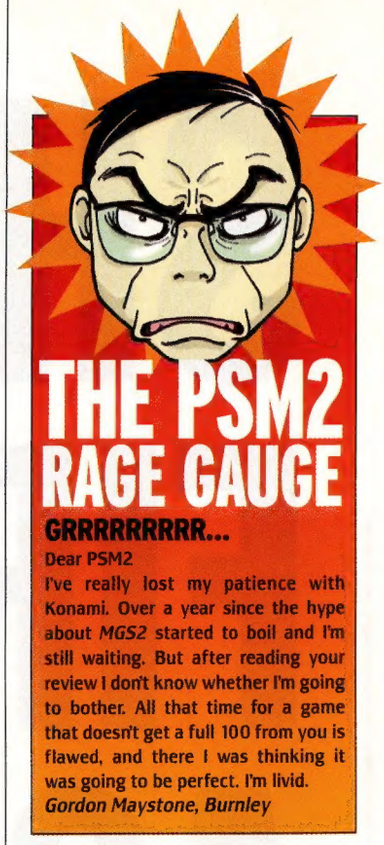
Why don't more game developers display the available languages on the back of the game? This frustrates me as I live in Luxembourg and as a result I have to buy either French or German versions of a game. This was OK before, as the shop I used to buy my games from was very happy about me returning them because they were in the wrong language. But, recently, they've closed this policy and you're only allowed to exchange with an alternative because they're afraid of people copying their games and then returning them. So, I now have to order all of my games from Amazon. Big deal you may think, but this has ruined my PS2 for me (although I still think it's a fantastic console) because I can no longer just go out and buy a game – I have to plan ahead and then wait a week or so for the game to arrive. As you can imagine this is quite frustrating, and all because game developers can't be bothered to display a simple language selection on their games, something that would take about 20 seconds to include on the packaging. But even people that've got their act together, like Sony, haven't included a language selection for *GT3*.

Anyway, thank you for producing a good magazine that doesn't slag of other consoles (I get enough of that from my mates).

Thomas Whatling,
Luxembourg

This is an issue for others an' all, Thomas. The hearing impaired have to guess around the Shrinkwrap to discover if a title features an option for subtitles, and, as we all know, Shrinkwrap is the consumer's mortal enemy. Oi! Publishers! There's a single European currency now, so sort it out.

Let us know which game to send for raising a valid point... oh, and we'll make sure it's in English.



THE PSM2 RAGE GAUGE

GRRRRRRRRR...

Dear PSM2

I've really lost my patience with Konami. Over a year since the hype about *MGS2* started to boil and I'm still waiting. But after reading your review I don't know whether I'm going to bother. All that time for a game that doesn't get a full 100 from you is flawed, and there I was thinking it was going to be perfect. I'm livid.

Gordon Maystone, Burnley

tracksuit off, and make some stretching shapes towards pg76.

This is your chance to air your views on the hot potato of the moment: Wands, boxing gloves and digital feet? Is the DualShock 2 history?

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

TWIST AND SHOOT

Dear PSM2

I bought your mag for the first time the other day as I'll be getting a brand spanking new PS2 for Christmas with *Baldur's Gate: Dark Alliance*, and I flipped over to the review of *MGS2*. I read the review thinking "Oh my God, this is an amazing game", but I was a little annoyed that you kept a lot of the plot a secret, so the next day I go out and get another magazine (to look at other reviews shown on front) and there was a preview of *MGS2*... and it spilled all the secrets.

I was totally shocked, and a little annoyed, because now I knew about a lot of the surprise stuff. Which made me think that your mag's really cool, as you know what to dish out and what not to. Thanks.

Jonathan Mendes,
Via e-mail

We'll give as much detail about gameplay, visuals and longevity as we'd like to know ourselves, Jonathan. You won't catch us shooting our mouths off about any of the surprises that make gaming fun. We're teases, not tossers.

NO CON SCRIPTS

Dear PSM2

I wanna word about your DVD... I love it! I've been looking for a regular mag and yours is it.

I've been watching the free video DVDs that've been given out with other mags and to be honest they've been poor. They've had some poor woman locked in a room reading from a script. But when I slipped in the Xmas issue disk and played the *Pro Evo* video hearing you lot shout "Yeah.... and that was *offside*," it made me laugh. Well done. By the time this gets printed (if it does) I'll be tapping away at my PS2 with a fresh copy of PSM2.

Elmo,
Via e-mail

It's the sound of people loving what they do, Elmo. Costs us a fortune in Swear Helmets™, mind.

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... PROVOCATIVE QUESTIONS...

SOCCER TO ME

Dear PSM2,

In your *Pro Evolution Soccer* tips section (PSM2# 17), you mentioned a few tricks that aren't in the manual, such as R2 then ✕ for a quick turn.

How many more of these hidden tricks are there? Also, how do you perform a one-two? In the manual it says L1 then ○, but this just produces a long hoof. Is it possible to score from a free kick? If so how? What about scoring from distance in normal play? Oh, and how do you curve shots in normal play? And what about curving long passes?

So many questions. Please enlighten, o' PSM2 *Pro Evolution* gods.

Oliver Tracy,
Via e-mail

No problem, Ollie. Get your

TWISTED ORIGINALS

Dear PSM2

Why is it that in most of your previews you're having to give games an originality score of one out of five. You would think that with the new possibilities that have come with the PS2 there would be mountains more games with original ideas. Have game ideas gone dry, or are the developers just being lazy?

Roger Clarke,
Berkshire

One to five's just the way we do things. It's there to give you an excuse to either run naked through the streets screaming or, er... not care much, Roger.

FELON GROOVY

Dear PSM2

Just a note about *GTA3*... If you only ever own one game on PS2, make sure it's this one – it's every game you could ever want. Arcade driving with the explosive damage that the owners of *GT3* crave, shoot-em-up mayhem with a distinctly illegal twist, elements of strategy and a sprawling, truly living city to carry it all out in. Bad day at work? Break out the sniper rifle. Stopped for speeding? Find the tank – you can't break the speed limit, but you can certainly break some police cars. Aside from proving those squishy pink head stress thingies completely redundant, it provides hours of superb gameplay. Be good, be bad, whichever,

TEXT US! 07764 175887

Spelling? Grammar? Basic grasp of the English language? No need to bother with any of that when you've got the power of mobile texting.

HELP! Im stuck on sh2 on the hangman puzzle. I followed ur guide in issue 17 but cant get the key HELP ps great mag. Taylor ■ Hi

psm2 i would like 2 tell u that smackdown 3 just bring it suck.jäm ■ Please tell me when moto gp 2 will be in shops. ■ Is

there a cheat for Gt3 that allows access to all cars ■ Ssx tricky very disapointin loved the 1st ssx,u lot r 2 far up EA ass i

GRAND THEFT AUTO 3
Under fire from the moral majority, but continuing to sell like SPANK at a warehouse party. But what does it really say about you? Hmmm?

but don't let your kids see. Get in there before the grey Y-front brigade do! One question. though – does your performance in *GTA3* somehow reflect on your unconscious persona... or are we all psychopathic madmen on the inside?
Matt Mundy,
Gloucester

No matter how hard we try to walk away, we always jeopardise a blag by being completely incapable of ignoring a lone pedestrian in a poorly lit side street... oh, the *game*... er, right.

CORN BALLS

Dear PSM2
I read with amusement the remarks by Glen Gilbert (Letters, PSM2# 17) about corny dialogue in otherwise awesome PlayStation games.

How about the UFO ending in the first *Silent Hill* – alien beings have travelled for hundreds of light years across endless space and Harry greets them with "Have you seen a little girl?" No wonder they shot him.

Or the immortal words of Georgina in *Dino Crisis* when she encounters the first horribly eviscerated body of the game and, hand on hip, she remarks "Oooo, that's disgusting."

How about a readers' poll for the all-time greatest corny quote from PS2 games?

I'd enjoy finding out where I can find some more of this deviant dialogue.
Steve Gage,
Bournemouth

Send 'em to the usual address. The best get some top game tat.

PIECES OF HATE

Dear PSM2
In response to Leanne Kruger (Letters, PSM2# 17), I must agree with the points that were made with regard to the hard work done by the game developers and programmers.

However, I think the point that was missed regarding pirate games is that the massively high cost of original titles can force people down the route of buying pirate titles. To price PS2 games at 20-23% of the price of hardware is ludicrous, and for many people pirate titles may be the only choice. I do not advocate piracy, but remember – it's the nihilistic money making machines like Sony, who make piracy more viable for both pirates and their customers.

Oh, and your summation that piracy is "usually a sideline to more damaging and sinister criminal activity" is crap. This is a myth perpetrated by people like FACT to dissuade the average Joe from buying pirate gear.
Daniel Benson,
Redditch

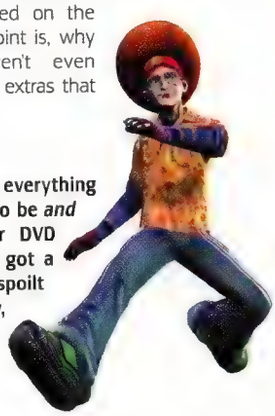
Daniel, mate, while we think that £40's a lot, the fact that you can trade games makes keeping up with the latest release that little more painless. As for piracy not being linked to a higher chain of criminality, you're in a shocking state of denial. Don't be so bloody naive.

YOU GOTTA HAVE SOLE

Dear PSM2
I have a question for developers. I bought my PS2 on launch day. Bought *SSX*, *TimeSplitters* and *Tekken Tag*. A year on and I'm looking forward to *SSX Tricky*. Then while browsing an Xbox mag, I see *SSX Tricky*. With extra tracks, enhanced graphics etc. Well, you snub your fans that made the game what it is, for a minified PC in a box and its followers, giving them extra stuff. Sorry, but it's us who deserve extra stuff. Same goes for *Silent Hill 2*. Don't even get me started on the *Resident Evil* series. My point is, why give people who haven't even respected your games the extras that we deserve?
Daniel MacGregor,
Wrexham

Oh, come on. *Tricky*'s everything we thought it was going to be *and* it's set a precedent for DVD extras. Even *Silent Hill 2* got a 'making of' disc. You're spoilt rotten, and, importantly, you get them *first*.

"YOUR REVIEW OF ICO, FOR EXAMPLE, ACTUALLY SEEMED TO BE AS RELAXING AND TRANQUIL AS THE GAME IT WAS ABOUT. I'M TRULY IMPRESSED"



MY SWEET LAUD

Dear PSM2
I'm a recent convert to this PS2 thing everyone's on about. So far, I've spent entire days (and nights) having 'just one more go' on *GT3*, loving as I do my 600bhp Evo. I've been bored by *Rayman Evolution* and I've been amused by *GTA3*.

But you know all this. You probably also know the next bit of this mail. I've read a number of different magazines. Not knowing them, I thought it only fair to try a few and see which was best. I only happened to pick up PSM2 when I saw the *MGS2* DVD. How glad I am that it shouted at me from the shelves in such a way. Chaps, your magazine is head, shoulders, elbows and bollocks above the rest.

Your reviews get me generally excited about the games, to the extent that you somehow almost seem to reflect the game in the review. Your review of *ICO*, for example, actually seemed to be as relaxing and tranquil as the game it was about. Even the screenshots capture the bits of the games I actually want to see. I'm truly very impressed.

A crackin' magazine and no mistake. I'd give you constructive criticism, but I can't think of anything to criticise.
Keith Savage,
Via e-mail

Mwah, *mwah*. No, really, you're all just *too* special. It's just good to know we're getting things right, Keith. Keep that input coming in, people, things can only get better.

SO SOLID – PHEW!

Dear PSM2
That's it. Done. Dusted. Finished. We can put to bed all the arguments about consoles from now onwards. Having been a loyal buyer and then subscriber

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

EASY MEAT

Dear PSM2
Why is it that at PSM2 you're all so obsessed with Big Daddy? He wouldn't last five minutes in a modern WWF ring.
Josh Mason,
Via e-mail
Sigh... if only you knew the *real* Shirley.

OFF THE SCUFF

Dear PSM2
Could you thank Sony for the tough design of PS2?
Barry Turnball,
Kettering
We can, Barry, and next time try not to attempt a wheelie with it in your rucksack.

ON ONE

Dear PSM2
Would people please stop going on about great multi-player experiences, as I don't have any friends.
Tom 'Lonely' Duffy,
Aberdeen
Promise us you read PSM2 with both hands.

PRIZE FIGHT

Dear PSM2
Are the PSM2 awards causing fights in the office yet, lads?
Simon Haughton,
Truro
No. *Oof!* Yes.

think! ■ JUST BOUGHT A PS2, GTA3 + PRO EVO , WOT CAN I SAY , QUALITY!, CANT WAIT FOR MGS2. TOP MAG!. BATTY, MIDDX ■ FRANKLY,MY FACE HAS BETTER GRAFFIKS AND MY 16BIT LEGS CAN GO WELL FASTER.ID RATHER SPEND £40 ON CHEESE THAN BURNOUT-SULPHURIK. ■ I WOULD JUS LIKE 2 SAY GREAT MAG AND RED FACTION KICKS ASS. IAN ■ I WANT FINAL FANTASY X! M ■ YOUR MAG ROCKS! - Raman. ■ I just got dmc for xmas and its brilliant. But too easy. Well i an playing it on easy-auto ■ Hi psm can u plz tell me the realease date of mgs2/legends of wrestling.thnxs.dan ur the best. ■ Dear P.S.M2 i luv ur mag it is jus bril. iv got silent hil2 and iv got all endins evn dog. im bord with it! r thr new secrets. ASH STEVENS. ■ Is it me? Or does the fact that most developers ignore memory card slot 2 annoy anyone else? ■ On a very low budget game-channl i herd that Shenmue will b cumin to PS2. Is it true?. ■ YES! PARENTS FINALLY GOT A PS2! BOLLOCKS! GOT DNA, THANKS MUM. DVD+MAG GOOD AS EVER LADS, KEEP IT UP! IAG ■ PS2= GOOD MGS2= GR8 PSM2= AMAZIN! REECO, SWANSEA ■

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2 CLINIC

#08: PS2 TECH UPDATE

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

Dear PSM2
I bought my PS2 about six months ago but I've been suffering from the very occasional crash, leaving me with nothing to do but press the Reset button and losing hours of play.

Can you help? Is it something that happens to all PS2s?
Che-wing Leung,
Southport

As long as it happens very rarely it doesn't sound like a serious hardware problem. Finished code should run perfectly, but the key here is disc care. Keep 'em clean, treat them with love and respect and you should have years of glitch-free gaming. If it worsens, or occurs with very new discs, then you need to consider having it checked out.

Dear PSM2
You've probably had this question a zillion times, but could you tell a more... ahem, *mature* gamer about the difference between SCART, RF and S-Video leads?
Sorry to be a pain.
Graham Clarke,
Norwich

The RF cable's the composite aerial lead you get with your PS2 – it'll let you watch DVDs and play games to an acceptable quality. RGB SCARTs give you optimum game quality, but won't allow you to play DVDs – you'll need a DVD Region X disc from Datel to solve that, or buy a switchable Blade lead. S-Video gives you great quality games and DVD playback without the need to switch or buy a green screen fix, but only very new, and posh, TVs have S-Video inputs. If you're still confused check Back Issues on pg102 to order a copy of PSM2#18. It'll tell the PS2 newcomer everything they need to know.

Dear PSM2
With Sony's Memory Cards being a bit pricey, can I trust a third-party version? Which one would you recommend, as I don't fancy losing hours of gameplay for the sake of a couple of quid.
Louise Haynes,
Via e-mail

The Mad Catz Sony licensed card has given us no trouble at all. In fact, we'd even go as far to say that our Jonnie prefers his to the official version.

to PSM2 from the first issue, I've seen a lot of bickering, sniping and guessing about the merits of PS2 as opposed to Xbox and Gamecube. Well, the arguments are over. Nothing I've seen on TV or magazine shots has me worried.

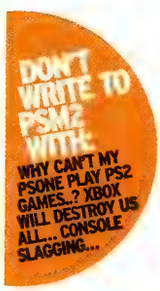
For me, the prospect of Santa turning up with *Grand Theft Auto 3*, *Burnout*, *THPS3*, *Devil May Cry*, *Silent Hill 2* and *Pro Evolution Soccer* had me off for a pre-Christmas self-congratulatory pint. All you reading this should do the same – you've all obviously made the smart choice. Cheers!
Simon Dickson,
Via e-mail

We've known all along, but thanks to some amazing titles in the last few months we've all been vindicated. Our 2002 feature in last issue had people vibrating with excitement, Simon. So enjoy that cheeky sleeve of ginger knowing that you've got an amazing twelve months to look forward to. Now pass the pork scratchings.

NO PAL OF MINE

Dear PSM2
I'd like to know, what exactly have we, in the UK, done to deserve being screwed time and time again by games companies such as Capcom? I bought *Onimusha* when it was released in the UK because it was a good game, but I noticed huge, intrusive borders which were absent from the Japanese version. *Capcom Vs SNK 2* also has borders and animation loss when compared to the Japanese and US NTSC versions.

Has anyone actually told Capcom that it's not advisable to treat their loyal fan base with such contempt? I don't mind waiting for games to be released in this country, but to then have to endure constantly botched translations is utterly disgusting.
Ralph Johnstone,
Colchester



We can tell you exclusively, Ralph, that Capcom's *Maximo: Ghosts to Glory* will have a 60Hz option. This is apparently due to the presence of a British producer on the game's team.

Unfortunately, the much-anticipated *Onimusha 2* looks like it'll once again be wearing a chunky belt to keep that speed up. Until the UK's disquiet with the situation hits sales, we'd expect Capcom's Japanese conversions to remain so.

BEERS, STEERS AND QUERIES

Dear PSM2
I've just rediscovered (at 36-years-old) the addictive world of computer games having recently bought PS2.

In the space of a few weeks I am the proud owner of both *GT3 A-spec* and *F1 2001*. Time to splash out for a wheel and pedals. But which one?
Gatu,
Via e-mail

You'll be wanting Logitech's GT Force Wheel. It's a bit steep at £79.99, but worth every penny. Best not tell the wife, though.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

PS2's ace
PSM2's ace
Exclusives
Tech help
GTA3

What is wrong with cricket 2002 timing and shot selection is what batting is all about. ■ Dear psm2 is there gonna be a gta4 as the gta3 was class.thanks from dooner ■ how are u supposed to get 500,000 on the cruise ship? or is it ment 2 be impossible!? ■ How do you get past divine beast dran in dark cloud R.Huntriss ■ THE SDJBI STORY MODE IS CRAP 4 2 REASONS 1. IT SHOULD B 1-4 PLAYER 2. ITS TOO SHORT U CAN'T START WARS WHATS THE POINT OF CREATING A STABLE.ANY NEWS ON SD4 ■ dear psm2 i want 2 know if u can help me the new LMA manager on the ps2 if it has the media in it like champ manager ■ Airblade is no.1 From Joe in St.Helens! ■ Hi there. Wats best crazy taxi or gta3? P.S this the best mag ever! Newton. ■ Is new Street Fighter game EVER coming out?!! we want 3D Ryu and Ken! M.

PLAYSTATION 2 MAGAZINE
PSM2

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Mia 'More shoe shopping' Roberts
Steve 'Cheese-less' Jarratt
Sean 'Go to the gym' Atkins
Marcus 'Stop drinking heavily' Hawkins
Milford 'Sleep more' Coppock
Jonathan 'Start sprinting' Bryant
Duncan 'Buy more dub' Baizley
Joel 'Bigger backflips' Snape
Daniel 'Get healthy' Dawkins

Dan 'Walk more' Griffiths
Adrian 'Charity' Lawton

Bridgeman, Butt, Cooke, Damerum, Harrison, Mendoza, Owen, White
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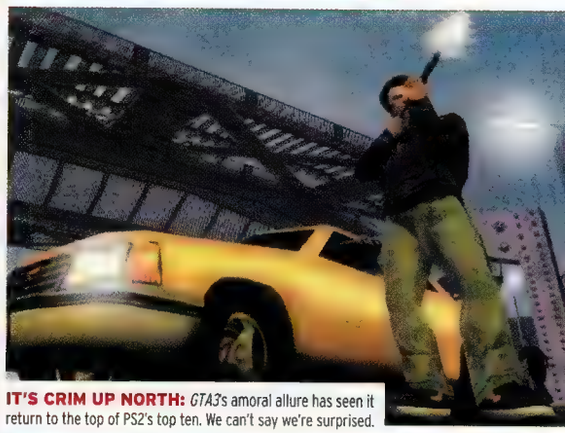
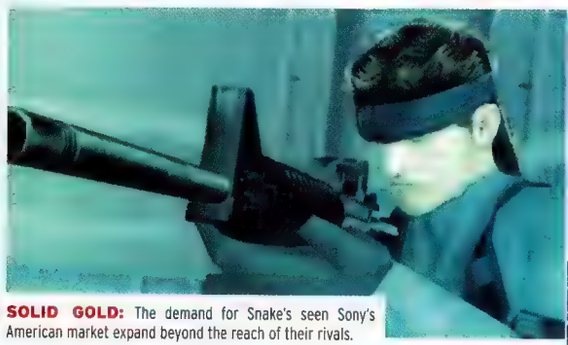


IT'S CRIM UP NORTH: *GTA3*'s amoral allure has seen it return to the top of PS2's top ten. We can't say we're surprised.



SOLID GOLD: The demand for Snake's seen Sony's American market expand beyond the reach of their rivals.

>GLOBAL NEWS フハワヌキニラ

GONE IN 4.6 SECONDS

PS2 shatters Christmas sales records, dwarfing the film industry and rocketing the amount of owners in the UK to a dizzying 1.7 million. Hold tight for the most lucrative year in gaming history.

PS2's staggering software line-up sparked a record-breaking Christmas for the games industry– ending the console war before it starts. Sony were reportedly selling 100,000 PS2's a week over the Christmas period – one every 4.6 seconds. In the week ending 14th December, 2001, PS2 software sales topped 500,000 – a game every 1.1 seconds – generating an unprecedented £44.6m for retailers countrywide. The UK's top ten films – including Christmas blockbuster Harry Potter – grossed just £5.5m over the same period.

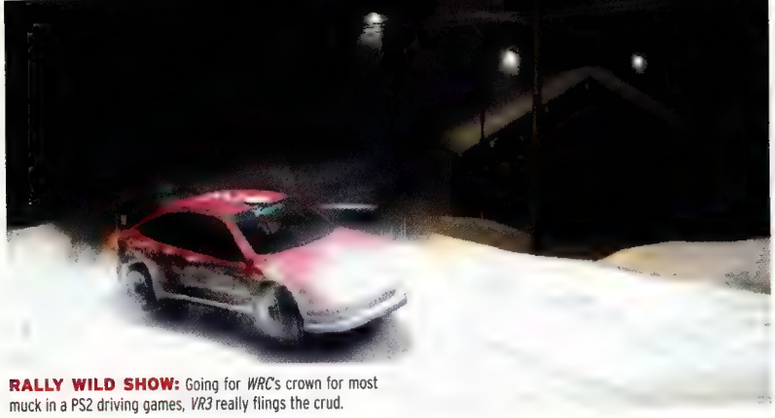
A raft of AAA quality games prompted the till-busting festive period, reveals Andy Barker of EB, Birmingham: "*GTA3*, *Agent Under Fire* and *Tony Hawk's 3* were really popular – *Smackdown!* absolutely unbelievable. At times, the store was 20 times busier than usual." His sentiments were echoed the country over. "Christmas was immense for PS2 –the best ever for a console," gushed Simon Blondel, Manager of Newport's Gamestation. "Software sales were just incredible."

The success could've been greater. "I wish we'd been given more consoles," divulged Simon, "then who knows how many we could've sold. I don't think even Sony could foresee the demand. December 27th was an amazing day – we were almost sick of discussing PS2 bundle deals. At least 500 people must've come through the door."

Sony's domination was even more pronounced in America, where more PS2s were sold over Christmas than Xbox and Gamecube *combined*. Since Thanksgiving week, SCEA have sold a tremulous 1.5 million PS2s, ramping the installed base to 6.5 million – three times that of Gamecube and Xbox.

"MORE PS2S WERE SOLD THAN XBOX AND GAMECUBE COMBINED"

PSM2 RECKONS *We can only hope Microsoft and Nintendo generate sufficient competition to keep Sony's foot on the pedal.*



RALLY WILD SHOW: Going for *WRC*'s crown for most muck in a PS2 driving games, *VR3* really flings the crud.

›DEVELOPMENT NEWS フハワヌニ

V-RALLY 3

Muddy French franchise invades third-world backwater. We have the first shots, as usual.

Should the pristine sterility of *GT Concept* leave you oddly cold, take heart – this summer, you can expect every racing title to come with a generous spattering of mud. First onto the track's likely to be *V-Rally*, currently expected in June, and seeming – from these screenshots – to have nailed the juxtaposition of gleaming car and splattery mud perfectly.

The original *V-Rally* debuted on PSone in 1997, and French software house Eden Studios return for the third instalment, with a new 'Twilight' game engine. Expect

THE SKIDS ARE ALRIGHT: The competition for PS2's best rally title looks set to get a lot more sweaty.

"EXPECT 16,000 POLYGONS PER CAR"

between 15,000 and 16,000 polygons per car, including multiple layers – cars start off shiny and reflective, but quickly get caked in mud. They'll suffer progressive damage – and as with the excellent *World Rally Championship*, there'll be the chance to play from a viewpoint inside the cockpit, with hi-res models of the steering wheel, dashboard and – probably – fluffy dice.

Each track has its own designer, responsible for hand-making it in 500m sections – including animated elements that break apart when speeding cars slam into them. Will it be better than *Colin McRae 3* or Microids' *Master Rallye*? Difficult to say – some of the PSM2 team liked the PSone version's heavy handling, others didn't, and one or two can't go within six feet of a rally game without lapsing into a complete state of apathy.

PSM2 RECKONS *Mud? Damage? Detailed cockpits? We've got a shiny new shilling for the first racer featuring drivers nosediving through the windscreen after a nasty collision.*

THE HILLS ARE A DRIVE: Each of the *VR3* tracks have been lovingly tailored by individual artists.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

With *Jak and Daxter* a fading memory, Sony are throwing their weight behind a top secret project from ace coders Insomniac, responsible for PSone's *Spyro the Dragon* games. The mystery title – previously codenamed '*Raccoon*' – should arrive in a gogglespray of marketing sparkle this Christmas and, odds-on, will be another cutesy platformer. Don't be disheartened, Insomniac code their games with pseudo-fascistic dedication. As top programmer Al divines on the company website: "In order to maximise performance, we develop each game for a single hardware platform so that we can focus specifically on its unique capabilities." Expect '*Raccoon*' to be a technical tour-de-force, exclusive to PS2.

RELIABILITY 8/10

PSM2 RECKONS *If Insomniac can eschew contrived cutesy-ness and, we pray, sidestep – or at least innovate – the platform genre entirely, Sony could have a true killer-app. That's a big 'if'.*

Sit down, loosen your kecks and prepare for a thunderbolt... *GTA4* might be an Xbox exclusive. Rumours persist that Bill Gates' emerald empire is hoping to buy out the financially-challenged publisher Take 2 and their awesome Rockstar Games development studio. Nothing's confirmed as yet, but this is a worst case scenario.

RELIABILITY 4/10

PSM2 RECKONS *Don't panic. The inside word's that Take 2 won't sell and Microsoft will be forced to move for Angel Studios – the team responsible for* Smugglers Run 2.

Revered Nintendo developer, Rare – fathers of N64 classics *GoldenEye* and *Banjo Kazooie* – might, just *might*, be developing for PS2. Their corporate christmas card features a cryptic message with references to several forthcoming Nintendo titles (like Gamecube's *Kameo*), and ends on the potentially explosive final words, 'and a surprise under every tree'. Closer inspection of the tree on the last page of the card reveals a group of presents, perfectly representing the shapes – and colours – of Gamecube, Xbox and, crucially, PS2. It's possible – contain yourself – that the fervently anticipated sequel to N64's legendary *Perfect Dark* could be Sony-bound. Rockin'.

RELIABILITY 7/10

PSM2 RECKONS *Nintendo – who have a major financial stake in Rare – would move mountains to stop* Perfect Dark *going multi format. But then again, who'd have predicted Resi's desertion of PS2?*

Sega gaming guru Yuji Naka has hinted that sequels to *NiGHTS* and *Burning Rangers* – by far the finest games on Sega's defunct 32-bit Saturn console – are already underway. Speaking to influential Japanese games mag Weekly Famitsu, Naka revealed that a *NiGHTS* sequel was "absolutely" on the cards – and didn't rule out a PS2 version. Sadly, in light of Microsoft's 'special' relationship with Sega, the game might be an Xbox exclusive.

RELIABILITY 5/10

PSM2 RECKONS *The* NiGHTS *sequel or, rather, a tribute-paying re-imagination of the original, will almost definitely happen – probably on Xbox first. That said, expect a PS2 version a few short months behind.*

According to scurrilous industry rumblings, *The Getaway*'s been delayed because – get this – the game doesn't exist. Every screenshot released to date has been a conceptual render based on what Team Soho *thought* they could achieve using PS2 hardware. Further murmurs suggest that the team have returned to the drawing board and revised their ambitions – opting for considerably lower detail graphics.

RELIABILITY 2/10

PSM2 RECKONS *The rumour – perpetuated by a games-dedicated Italian cable network – appears to have little basis in fact. Only last year, PSM2 visited Team Soho to inspect the game first hand. A more reliable source suggests that it's been delayed to make it on-line.*

›LICENSE NEWS シラヨハ

RAGE MCNABS SAS LICENSE

Scouse publisher unveils rock-hard anonymous bloke as face of impending war games.

Following their signings of Beckham, Rocky and Cesar Mora, Rage have added to their license stable by signing SAS bloke-turned-author Andy McNab.

No news on a Bravo Two Zero game yet, though – they're currently planning to release a series of military games with McNab providing technical input and motion-captured realism. He's a trained specialist in counter-terrorism, demolitions, covert surveillance and VIP protection – *and* he worked on Heat (the Michael Mann film, not the celeb gossip rag) – so there's plenty of potential for a range of games in his four-year contract. Jonnie wants a squad-based action game, Dan's after

an FPS and Joel – typically – is after a beat-em-up. Tch.

PSM2 RECKONS *Just imagine the Bravo Two Zero license – you shoot a few people, then spend three months getting beaten up in an Iraqi prison.*

FALCONE THE LONELY: The hero's the protegé of a much-feared pirate known as Blackblood.

›FIRST LOOK ファルコネ

FALCONE: ENTER THE MAELSTROM

Splice the mainbrace! Batten down the hatches! Fire up the photon accelerator! Time for a new definition of software piracy.

PITCHING WOO: As with every good first-person shooter, there's a pleasing double-gun option.

Until PSM2 visited Virgin Interactive's London offices recently, our only vaguely fond memories of intergalactic pirates were Han Solo and Space Raiders crisps. We haven't seen a really good game involving extra-terrestrial piracy since, ooh... *Elite* – but with the release of *Falcone: Enter the Maelstrom*, all that could change.

The game's divided into two sections: space battles and FPS combat. In the first bit, you'll engage enemies and dodge asteroids – but the impressive part is that the dog-fights continue outside the ship even after you've successfully docked. In other missions, you're instructed to infiltrate towers that seem tiny from a distance but are huge when viewed from the ground – the sense of scale's absolutely staggering.

As a space pirate, notoriety's the key to success – the more booty you amass, the more your crew respects you and follows your orders. Missions can be tackled via stealth or all-out assault, but co-ordination with your team's essential. Fuse handles information, Sun Forger's the assassin and Slovak – the one with a rocket strapped to his back – deals with explosives. Gun emplacements and energy-draining Tesla rifles number among the weapons – and there's even a grappling gun. Although, unlike *Agent Under Fire*'s, it can be attached to more surfaces, plus there's the possibility of using it as a weapon.

Despite Virgin's patchy form of late, we're cautiously excited about *Falcone*. It'll use the *Unreal* engine – which also raises the possibility of Epic's splatterfest, *Unreal Warfare*, making a welcome appearance on PS2 – so the Deathmatch sections are certain to be good. Besides, those character designs look spookily reminiscent of blood-drenched classic *Loaded*. Mmm... nautical but nice.

PSM2 RECKONS *We've asked them to include a keel-hauling option, y'know.*

TEMPEST FUGIT: The docking sequence reminds us of Jaguar 'classic' *Tempest*. A little bit, anyway.

"SPOOKILY REMINISCENT OF BLOOD-DRENCHED CLASSIC LOADED"

FUSE CRUISE: See that white face at the top left of the screen? That's Fuse, your useful info-link.

BYTESIZE

› **JAPAN:** Sony have confirmed that *GT3*'s sequel will feature on-line play. Speaking at the Hong Kong PlayStation 2 Expo, a spokesman revealed that *GT4* would feature variable weather, day to night effects and new courses in Hong Kong and China. The game's provisionally scheduled for mid-2003.

› **AUSTRALIA:** Rockstar's Aussie studios are working on a new game, *Icon*, previously known as *Next*. The game was briefly – and unofficially – demoed in video form at last year's E3. Expect a formal confirmation in February – with solid game details.

› **JAPAN:** Sega's mind-scuffing trance shooter, *Rez*, is set to appear in a stunning hydraulic arcade cabinet. According to UGA's Tetsuya Mizuguchi, Namco want to install his game into their awesome ORBS system (Over Reality Booster System), which uses a dome-like screen to completely surround the user's line of sight. The cabinet jiggles and shunts like Namco's infamous full-rotation R360 cabinet, previously used with *G-Loc* to lunch-spoiling effect.

› **US:** Neversoft have confirmed that *Tony Hawk's Pro Skater 4* is in development for PS2. No firm gameplay details have been released, but the game's tentatively scheduled for a late 2002 release. No surprise there, then.

› **JAPAN:** Sega are releasing an authentic *VF4* arcade stick to coincide with the game's Japanese release at the end of January. The table-mounted arcade pad

SONY NAIL THE MESSIAH

Sony grind the screw on copied games and bang the death knell for third-party Memory Cards.

Sony are considering legal action against Channel Technology – creators of the notorious Messiah modification chip which allows PAL PS2s to play copied games. The chip, costing anywhere between £60-£120, is welded to PS2's motherboard via 23 small wires, and allows users to play CD-R/DVD-R copied games and original import titles.

According to Sony's razor-toothed legal boffins, Messiah breaches Section 296 of the UK's Copyrights, Designs and Patents law and should be withdrawn. As a result, Channel Technology are seeking legal advice and have temporarily suspended on-line trading of the chip.

Meanwhile, Sony US are taking a harder – and less commendable – line with third-party Memory Cards. SCEA have reportedly decided not to renew any licenses for manufacturers as part of an overall strategy re-evaluation. Established third-party developer, Mad Catz, lost their licensing rights on December 31st, 2001, but will continue – for the moment – to produce cards in Europe and the UK under a separate license with SCEE. Mad Catz's President Darren Richardson asserts, "We continue to negotiate with SCEA for a renewal of the license and are hopeful that we will obtain a new agreement in the first quarter of 2002.

PSM2 RECKONS *Sony's swift action against the Messiah chip should be applauded. However, the third-party license retraction smacks of monopolistic greed and augurs badly for UK gamers. Watch this space for updates.*

›UK DEVELOPMENT NEWS シクヨカノ

END OF A SENTRY

Endgame tackles a mid-development crisis by calling in the big guns.

Purity's great, but there's no replacement for a semi-automatic weapon. Cunning Developments, developers of *Endgame*, are tweaking their original intention to produce an accuracy-dependent, single-shot light-gun game, and – in a possible nod to the explosive excess of chart-toppers *GTA3* and *DMC* – have added some serious fire power.

The game'll still focus on steady nerves and pin-point body shots – each villain offering multiple hit zones – but it's now possible to take a commercial break from the softly-softly approach to unleash machine gun hell. The developers are working hard to extend the game's longevity – at least double that of *TC2* – and tweaking key scenes for maximum impact. *Endgame* will be rippin' the light fantastic this March.

SOFA, SO GOOD: The Training mode is a videogame within a videogame - how surreal.

SHED OR ALIVE: Enemy troops have an unprecedented range of death animations - mostly comic.

PSM2 RECKONS *Post-modern storyline, great sub-games and semi-automatics – this potential sleeper hit could be the greatest light-gun game yet.*

offers a sturdy joystick with three chunky attack buttons, retailing for a tidy ¥3,980 (£20). Fingers crossed for a UK release.

› **JAPAN:** Sony have signed deals with NTT – a leading telecommunications company – Softbank and Yahoo to provide services for their Broadband network. The partners will provide on-line gaming, downloadable music and movies.

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS **pg42**
Fill your brain with unbeatable buying advice.

PRO TIPS **pg76**
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS **pg101**
Don't miss an issue of PSM2 with our great offer.

PSM2 AWARDS 2001

YOUR CHANCE TO VOTE IN THE MOST IMPORTANT PLAYSTATION 2 AWARDS.

PSM2 will be dishing out some well-deserved trophies to the best PlayStation 2 developers in the games industry in the coming months. But these won't be awards judged by the team here – they'll be decided by you, the most important people around.

We need you to get involved now. Below you'll find a list of categories instead of breaking down the games into genres, we're asking you for your top five games of last year (which were released in the UK between January 1st and December 31st, 2001). We'll then sort your nominations into game type, with one overall winner claiming 'Best PS2 Game of 2001'.

My top five PS2 games of 2001, in order, are:

1. .....
2. .....
3. .....
4. .....
5. .....

Best PS2 game developer of 2001 is: .....

Best PS2 game publisher of 2001 is: .....

Best PS2 game character of 2001 is: .....

Best CG (intro/ending/cut-scenes) of 2001 is: .....

Best game music of 2001 is: .....

Defining Moment of 2001: .....

Biggest disappointment of 2001: .....

NAME: .....

ADDRESS: .....

.....

..... POSTCODE: .....

AGE: .....

You can cut out this form, or simply copy the details down on the back of an envelope.

SEND YOUR NOMINATIONS TO:

PSM2 Awards
PSM2 Magazine
Future Publishing
30 Monmouth Street
BATH BA1 2BW

WIN! MEMENTO

We suspect it made your brain ache, but Christopher Nolan's intricately plotted, time-juggling murder mystery was one of 2001's few 'must-see' films – a compelling masterwork that left you gawping like a shocked cod in humbled admiration. It really was that good.

The DVD version packs all the usual extras, plus a genius option that allows you to watch the film in its correct chronological order, ironing out the niggly bits you didn't understand first time round – um, just like a normal movie. Thanks to our chums at Pathe Distribution, we've got five copies of this ace movie to give away. Fancy it? Then answer our simple question. You'd be a blithering amnesiac not to.

Memento star Guy Pearce played Mike in tea-time favourite Neighbours, but what was his character's surname?

a) Ramsay
b) Young
c) Robinson

Answer's on a postcard to: **Un Memento, por favor. PSM2, 30 Monmouth Street, Bath BA1 2BW.** Closing date February 25th, 2002. The Editor's decision is final, and don't bother ringing us – we'll only forget ten minutes later.

›PERIPHERAL NEWS フハフヌ

THE TRAK CONTROLLER

DualShock 2's are *so* last year... the future of videogaming belongs to these curiously versatile boxing gloves.

Feeling sick of mashing buttons? Overwhelmed by the need to punch the air really, *really* hard? Then Game-Trak's got the gloves to fit. In2Games, a new technology company set up by ex-Radica man Elliot Myers, have developed – so they claim – the first true 3D interface for games consoles. Game-Trak will allow players to interact with the screen in full 3D, twisting, pushing, jumping and crouching – with a pair of special boxing gloves.

PSM2 was treated to a demonstration where a chap in shiny mittens sparred with a virtual punchbag, wobbling the on-screen sandsack in time to his movements, pushing and pulling the bag as he saw fit. Head honcho Elliot Myers explained, "In an 128-bit world where games are 3D and highly realistic, surely it's time to look at new ways to control these virtual worlds. With Game-Trak, the user is able to push, pull and twist objects, jump, crouch and move within a game's environment and truly interact with the on-screen action."

BANANA PUNCH: Your fearsome right-hook appears on the screen through the magic of digital technology.

The firm's busy signing developers to work with Game-Trak technology, and expects the finished units to retail for as little as £19.99. Watch this space for details.

PSM2 RECKONS *Despite the promising signs, we doubt a pair of leather hand warmers traditionally used to bludgeon a man within an inch of his life will provide the future of FPS controllers. That said, we applaud the low-cost innovation and eagerly await some compatible games. If, of course, anyone's brave enough to take the risk..*

THE POWER OF GLOVES: Is this the beginning of a new wave of alternative control peripherals for PS2?

POTTER GOLD

Long-time PSM2 readers will remember Sony's bizarre 'magic-wand' controller – a mic-shaped stick which attracted on-screen bees and witches in relation to the user's movements. Well, rumour reaches us that Sony's prodigal controller could make its debut as – wait for it – a virtual wand in the forthcoming Harry Potter PS2 game. Despite the dreamy application, don't get *too* excited until we see concrete proof and, if it coincides with the second film that won't be until next Christmas.

YOU'RE THE WAND THAT I WANT: Looks bloody ridiculous, but it's surprisingly good fun.

›UK SOFTWARE NEWS シフヨカノ

STORM IN A SKI-CUP

We've had Sea-Doos, Ski-Doos and monkey see, monkey doos... but EA Big are kicking up a storm with arctic sleds, *SSX*-style.

After the monster success of *SSX*, *Tricky* and – to a lesser extent – *NBA Street*, EA Big are defrosting a next-gen update of chaotic arcade racer *Sled Storm* – the rather good PSone game. Clinging frostily to the *SSX* template, players'll choose from a diversity of racers, including 'seasoned' Tracey, 'technical' Niklas and token 'mad-bloke' TJ, in a series of madcap races to claim the world racing title.

Set across seven outlandish environs – from the snow-capped Aussie mountains to the vicious iceberg moguls of the Bermuda Triangle – EA Big'll be focusing on the sled's unique handling dynamics, with exaggerated two-feet-on-the-floor corner-taking and painstakingly sequenced DualShock 2 rumbles. The STORM meter – a glorified version of *SSX*'s boost bar – will allow players to gain temporary speed bursts, invulnerability and super tricks. Medically inadvisable short cuts, DTS Surround Sound and split-screen action point to a tantalising descent come March.

PSM2 RECKONS *Early signs are good. It could be the next* Tricky.

SLED BY THE NOSE: Snow, characters and some intense racing has done nothing but good for EA Big so far.

›SOCIOLOGICAL UPDATE フハフヌ

PS2 NOT PC

It's official – PS2 games are racist, sexist and downright nasty. We put a children's organisation's claims to the test.

Console games are warping reality, blasts a scorching report conducted by children's organisation Children Now. The findings are based on the top ten games across several formats – including PS2, PSone and Game Boy Advance – and confirm some disturbing, if not entirely unexpected, accusations of bias. According to the report, nearly all games heroes are white males – women representing just 16 percent of all characters, generally portrayed as bystanders or secondary figures. Most tellingly, 86 percent of black women were depicted as victims of violence, while 89 percent of all games contained violent content. Ouch.

Not wishing to take such lofty accusations lying down, PSM2 scientifically dissected PS2's current top five games in an effort to independently discover the truth behind these unsurprising claims, and establish – just for the record – PS2's least politically correct game.

THE GRID O' TRUTH

Here's PS2's top five games in descending sales order. We've scored each game for political correctness, -1 for each glaring misdemeanour and +1 for every glowing trait like, for example, having a fat hero in a wheelchair.

GRAND THEFT AUTO 3

PS2'S MOST POLITICALLY INCORRECT GAME!

THE CRIMES White male hero, drive-by shootings, prostitution, unprompted civilian bloodbaths, Uzi warfare, cop-killing, stealing, exploding public property, executions, ethnic stereotyping, sex, swearing and denting nice cars. **-10**

REDEEMING FEATURES The cops always get you in the end. With a cheat code, you can play as any minority character - wreaking carnage with a little old oriental lady. **+1**

THE VERDICT Probably the least moral game in history... And PS2's best selling game for over two months. Oh dear... **-9**

007 AGENT UNDER FIRE

THE CRIMES Explosions, shootings, public destruction and Bond's uncanny ability to rescue simpering, balloon-chested females from precarious situations. **-6**

REDEEMING FEATURES Under licensing arrangements Bond can't smoke, sleep with women (or men) and shoot people in the back. Call that living? **+3**

THE VERDICT A bit like the A-Team - lots of dangerous explosions with no real malice. Sexist as hell, mind. **-3**

TONY HAWK'S PRO SKATER 3

PS2'S MOST POLITICALLY CORRECT GAME!

THE CRIMES Mowing down civvies, unrealistic portrayal of falling on your face from 30ft onto moulded concrete, destruction of public property. **-2**

REDEEMING FEATURES Female and ethnic-friendly create-a-skater options, multiple benevolent and crime solving objectives, might encourage people to buy a skateboard and breathe real air. **+8**

THE VERDICT Three cheers for the public-minded Hawkster - only a curious ignorance of Indian characters lets him down. **+6**

DEVIL MAY CRY

THE CRIMES Repeated violence to human-like characters, lots of sharp blades, explosions and almost no ethnic minorities... unless you include, er, devils and goblins. Nowt too bad, mind. **-3**

REDEEMING FEATURES Rock-on sister, blade-wielding mystery femme... who, sheesh, only sees the error of her Dante-bating once he's rescued her. All women want to be rescued, right? Er... **+1**

THE VERDICT OK, so Dante's a violent white male, but at least he's killing evil ghoulish baddies. Nobody digs The Devil, OK? **-2**

PRO EVOLUTION SOCCER

THE CRIMES Precisely zero women, occasionally X-rated tackles and Chris James. **-2**

REDEEMING FEATURES Football, 'innit - with an ethnic showcase of superstars. An almost perfect recreation of the world game. **+5**

THE VERDICT Outright sexism - but that's the nature of footy, not the game. Minimal violence, accurate ethnicity... It's almost poetic. **+3**

JONNIE'S FIVE

"Hi everyone, Jonnie here. It's been a tough couple of months, what with, you know, thinking I was a robot and all that, but I'm feeling a lot better now. So much better, in fact, that choosing this month's last-minute goodies has been something of a breeze. I'm just picking the last one now, here it is... Oh Lord, Nooooo! Look at my hands! My shiny metal hands!... will this torment ever end? No. Mr Jabituya, not the spanners... *please*"

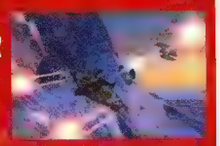
1. X-MEN: NEXT DIMENSION

Publisher: Activision
Expected:
WHY?
SPECIAL FEATURES:

2. ALPINE RACER 3

Publisher: Namco
Expected:
WHY?
No strap-on skis, mind.
SPECIAL FEATURES:

3. STAR WARS: JEDI STARFIGHTER

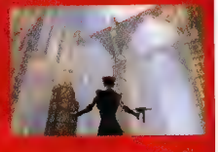


Publisher: Activision
Expected:
WHY?
SPECIAL FEATURES:

4. A CHAIR

Publisher: Sony
Expected:
WHY?
GT3. How exciting.
SPECIAL FEATURES:

5. BLOODRAYNE



Publisher: Majesco
Expected:
WHY?
SPECIAL FEATURES:

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

PSM2 EXCLUSIVE REVIEW!

OUT UK TBC

GRAN TURISMO CON

"NOT AN ADD-ON DISC, BUT A STAND ALONE GAME DESIGNED TO APPEAL

CEPT

TO THE RACING NOVICES"

With the ink still wet in the instruction manual, we steal Polyphony Digital's latest conceptual racing game from Japan, nail it 100% and bring you the definitive, import review...

REVIEWER: Ryan Butt

Warning! This is *not* an add-on disc. Since it made an appearance at last Autumn's Tokyo Motor Show, a wave of Chinese whispers have spluttered and wheezed their way across the Net that Kazunori Yamauchi, the car-crazy brain behind the formidable *GT* series, has produced an update that can be incorporated into your *GT3: A-spec* universe. Not so.

Gran Turismo Concept 2001 Tokyo, to give it its full monicker, is in actual fact a cheaper, stand alone game. It's designed to ease newcomers into the series by dumbing down many of the initially unfathomable options and enabling novices to race unmodifiable cars across a fraction of the courses available in *GT3*. For the *GT* purists – those who've painstakingly played the previous games to death, established their own fantasy racing teams, built up a forecourt full of orgasmic motors while suffering bitter divorces from loved ones in the process – the game actually offers very little.

The 'Concept' of the title refers to the fact that a handful of the unlockable cars in this game are prototypes. Cars developed by the world's leading manufacturers for the sole purpose of showcasing 'interesting' new designs and speculating about how cars of the future may look. For the most part, such cars are just pipe dreams, strictly one-offs that never make it to the production line, but instead grace the stands of Mitsubishi, Nissan, Honda and the like at the annual motor shows. As such, this

GO!: The game's designed to ease newcomers into the series, yet still enthrall the *GT* enthusiasts. Does it succeed? Hmmmm...

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Polyphony Digital
- **PUBLISHER** Sony
- **GAME TYPE** Racing Sim
- **PRICE** ¥3,200
- **ESSENTIALS** 1-2 players, GT Force Feedback wheel, Memory Card, DualShock 2, i-Link

PlayStation 2

DETAILS

- 'Special' 2001 Tokyo Motor Show edition of the world's greatest racing game.
- Features a total of 61 cars, including 13 concept cars designed by the world's leading manufacturers.
- Includes one new track, which isn't really that 'new' at all – it's just one from *GT2* which has had a next-gen buff.
- Reworked interface that allows you to customise your transition, spin-control, etc before each individual race.
- Simultaneous two-player split-screen mode, plus two-player i-Link with two PS2s.

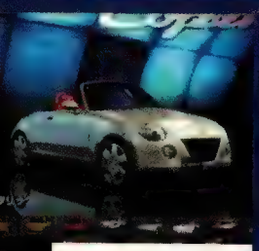
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

THE CARS

There're a total of 51 different cars to unlock in *GT Concept*, which is done by completing the ten License tracks, plus the ten Normal mode and Professional mode tracks in Single Race. These cars are then divided up into different categories – Concept, New, Dream, Race and Dirt (cars in the latter category can only be driven on the rally tracks). However, via the clever use of paint, it appears that there are more cars in the game – don't be deceived, the Dirt cars, with the exception of the Mitsubishi Lancer Evolution VI can all be found in other categories. Still, not a bad return for just over 20 quid.

CONCEPT



DAIHATSU COPEN

TOYOTA POD

NISSAN MM

MAZDA ATENZA

MITSUBISHI CZ-3

NISSAN Z

TOYOTA RSC

HONDA DUALNOTE

NISSAN SKYLINE GTR-V

HONDA NSX-R

MAZDA RX-8

SUZUKI GSX-R/4

NISSAN GTR

NEW

HONDA FIT

TOYOTA ALTEZZA GITA

NISSAN PRIMERA

TOYOTA WILL VS

TOYOTA SOARER

NISSAN SKYLINE 300 GT

HONDA CIVIC TYPE-R

HONDA INTEGRA TYPE-R

HONDA S2000

NISSAN SKYLINE GT-R

SUBARU IMPREZA WRX

MAZDA RX-7 TYPE-R

DREAM

TOYOTA RSC RALLY

MITSUBISHI CZ-3

MAZDA ATENZA LM

HONDA INTEGRA TYPE-R

HONDA NSX-R ROAD

"VIA THE CLEVER USE OF PAINT, IT APPEARS THERE ARE MORE CARS"

HONDA NSX-R LM

NISSAN GTR CONCEPT

NISSAN Z LM EDITION

MAZDA RX-8 LM

TOYOTA CERUMO SUPRA

TOYOTA TOM'S SUPRA

RACE

NISSAN MM-R

SUBARU IMPREZZA

MITSUBISHI LANCER EVO VII

HONDA ARTA NSX

HONDA RAYBRIG NSX

HONDA MOBIL 1 NSX

HONDA LOCTITE NSX

NISSAN PENNZOIL GT-R

NISSAN CALSONIC

NISSAN ZEXEL GT-R

NISSAN HIROTO GT-R

TOYOTA SUPRA

TOYOTA ESSO SUPRA

DIRT

SUBARU IMPREZA WRX

TOYOTA RSC

NISSAN SKYLINE GT•R

SUBARU IMPREZA RALLY

TOYOTA RSC RALLY

MITSUBISHI LANCER EVO VI

SUBARU IMPREZA RALLY

MITSUBISHI LANCER EVO VII

MITSUBISHI C23

SUZUKI GSX-R/4

MAZDA ATENZA LM

HONDA INTEGRA TYPE-R

"AN INNOVATIVE PACKAGE THAT'S THE IDEAL COMPANION FOR MOTOR SHOWS"

The game gives you a unique insight into how concept cars, like the Suzuki GSX-R/4 (pictured here) handle on the open road.

TECHNICAL MARVEL: The Honda V6 IMA MID Dualnote concept car is a wonder to behold and has two separate engines.

WOWING THE CROWDS: The replays have been improved to incorporate more camera angles.

game is an innovative package that's the ideal companion for such events. It presents attendees the next best thing to actually taking the exclusive conceptual models for a test drive by enabling them instead to cut it up on virtual tracks, getting a unique insight into how these cars could actually handle on the road.

What this game doesn't do is take the motor show environment away and drop the innards into the familiar *GT3* shell. So experienced enthusiasts are unable to tweak, modify and take the concepts one step further by toying around with horsepower, attaching a few fins and sticking some go-faster stripes down the sides. Pity.

Making a game to entice the nervous newcomers, already light years behind the *GT3* brigade, to the series is an interesting route for Polyphony Digital to go down. Think of *GT Concept* as *Ridge Racer* for the *Gran Turismo* generation and you're along the right lines. There's no GT mode – the throbbing core that made the previous games so compelling – only the arcadey Single Race and License modes, so all financial incentive for winning races is instantly eradicated along with much of the long-term appeal. The latter has essentially just become a simple practice mode. All you have to do is obtain times worthy enough to win bronze, silver or gold trophies on each of the ten tracks (more on those later...) which unlocks more cars and the corresponding tracks in Single Race mode.

"ALL FINANCIAL INCENTIVE FOR WINNING RACES IS ERADICATED ALONG WITH THE LONG-TERM APPEAL"

GT REVOLUTION

To help ease you into the game, if you've never buckled up in a *GT* vehicle before, you can opt to follow a lead car around the tracks – this'll drive the perfect racing line for you to mimic. Also, there are no penalties for mounting the grass verges any more, so you can do away with any strategic driving altogether and go on an all-out *Ridge*-style powersliding spree (although winning the Gold cups will require faultless laps and, preferably, the use of manual gears for slowing down on those corners).

As you grind through those licenses, winning trophies and unlocking additional vehicles, your progress is charted in a new Game Status map which clearly outlines what you have and haven't unlocked. It also gives you your 'percentage completed so far' figure – rather alarmingly though, this number rises considerably quickly, instantly quashing any hope you may harbour of extra tracks and modes being hidden away. Trust us, there aren't any.

TRACK OR TREAT?

Now, about those tracks. *GT Concept* features five courses, which then becomes ten thanks to their reversed forms. Four of these tracks (Mid-Field Raceway, Tokyo R246, Swiss Alps and Tahiti Maze) were in *GT3* and one is a beautiful next-gen realisation of one of the tracks from *GT2* on PSone – Autumn Ring. The very inclusion of this track, coupled with the many glaring omissions, just serves to frustrate more. Couldn't we have had more new/old tracks? Or at the very least the option to race the existing ones on variable weather settings – you can't even race any of them at night for gawd's sake!

So what of the cars – the linchpin of any good racing game? Well, there are 51 vehicles to unlock, which seems like quite a good return for the relatively cheap asking price – until you realise ▸

IMPACT POINT

GT Concept looks and feels almost identical to *GT3: A-spec*... until you unlock the Pod Race. This one-off race (on a new, minuscule track) involves tearing around in Pod cars designed jointly by Toyota and Sony. More than just a cold hunk of metal, this car can actually convey the way the driver's feeling via funny noises, LED displays on the front and a wagging tail antenna.

THE DUEL: Rather annoyingly, you can still only race against one other car on each of the rally tracks, which can get somewhat lonely.

USER-FRIENDLY: There's little or no modification to be done to the cars, so at least everyone's on an even keel come race day.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

FOLLOW THE LEADER

When taking your licenses in *Gran Turismo Concept*, a new feature allows you to race against a lead car. This is especially handy for newcomers to the series because the lead car shows the optimum racing line to take on each of the ten courses. Unfortunately, all attempts to unlock the vehicle as a raceable car have so far proved fruitless – maybe by completing Ace mode, eh?

TURN ON: Before each License race, you can opt to turn the Lead Car on or off.

FAULTLESS: See how the Lead Car drives? It maintains the perfect racing line throughout.

TAKE HIM: Of course, if you get sick of inhaling dust, you can always overtake him.

ORANGE CRUSH: The CPU car AI has been improved, but they still stick to a rigid racing line.

CUT 'EM UP: The game is very rewarding for newcomers, who can drive like an expert in minutes.

►that only a small fraction of these are completely new. You see, mixed in amongst the Daihatsu Copens and the Mitsubishi CZ-3 Tarmacs are returning old 'favourites'. Apparently they've been tweaked and updated to reflect the stats recorded at the recent All Japan Grand Touring Championship, but we certainly couldn't tell much of a difference.

The cars are cordoned off into several different categories – Concept, New, Dream, Race and Dirt, but don't be fooled by there seemingly being 61 cars altogether because most of the 12 Dirt cars can be found lurking in other categories under the disguise of a saucier paint job.

HIGH CONCEPTS

Creations from all of Japan's big manufacturers are included, which makes Europe's more characteristic cars conspicuous by their absence. It is safe to assume though that if the game does get released in the US and here, then some localisation will occur and existing new cars like the Honda Fit and the Toyota Soarer will make way for some of Ford, Dodge, Jaguar and co's latest creations. But hopefully, the Honda Dualnote will remain in place because it was certainly an experience we'll not forget in a hurry! The car is a 4WD beast that maintains the crispest of handling thanks to both a petrol-driven and an electronic engine. The latter operates from a battery in tandem with the normal engine which is drained along the straights for a welcome speed injection, but as soon as you take your finger off the gas on those hairpins it charges up from the main engine battery, ready to go flat out again. Utilising this intriguing new system takes a great deal of practice but is immensely satisfying when mastered, as are many of the new cars to drive. But once you've caned them around the meagre amount of tracks a few times your interest will inevitably wane – at which point the idea must be that the novices who've slowly mastered this game would go out and buy *GT3* to be taken that one step further. For those that saw *GT Concept* as being a new drug with which to maintain the same motoring high generated by *GT3*, what then? *GT4*?

INSIGHT

■ Once you've completed both the Normal and Professional modes, you can access a new, rock 'ard Ace mode by holding down R1 and R2 on the difficulty select screen. This mode really separates the men from the boys – just one mistake can cost you the race.

CATCH UP: The CPU cars always brake too hard on the bends, so you always have the opportunity to slide round and take 'em.

Perhaps we were expecting too much. After all, *GT3* hasn't been out over here for very long – we've no right to demand more *just* yet, although it's credit to Yamauchi-san that we've turned into such crazed driving junkies at the complete and utter mercy of his sumptuous series.

Aside from the lack of depth, which's obviously reflected by the price, it's almost impossible to fault *GT Concept*. It retains the same high calibre graphics of its predecessor and the music is identical. What it does do better though is swap a few things around to heighten the ease of use – such as enabling you to alter your traction and spin control en route to each race, rather than having to painstakingly quit out and go to the main game options screen. A welcome enhancement that helps keep the action at a constant.

If you haven't played *GT3: A-spec* yet, then *GT Concept* does just enough to tempt you into the exclusive club. But for veterans, those which live and breathe all things *Gran Turismo*, the ability to race cars you'll never own (no matter how stinking rich you are) is a short-lived affair that'll ultimately leave you feeling a little cheated that much of the freedom to experiment has been taken out.

Undoubtedly still a great, albeit slimmed down game, but *GT Concept* doesn't really deliver an awful lot more than you already own in its more complete predecessor. **PSM2**

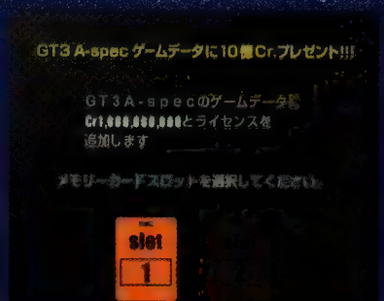
A PAL version of *GT Concept*, possibly *GT Next*, is currently being considered for release by Sony Europe. Expect an announcement soon.

"SOME OF THE NEW CARS ARE IMMENSELY SATISFYING TO DRIVE, BUT ONCE YOU'VE CANED THEM AROUND THE MEAGRE AMOUNT OF TRACKS A FEW TIMES YOUR INTEREST WILL INEVITABLY BEGIN TO WANE"

GIFTS FROM GRAN

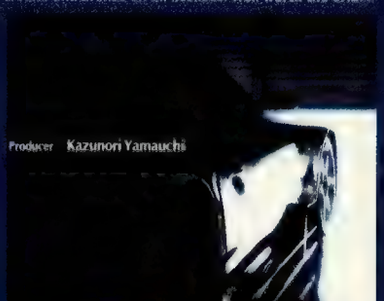
By completing the various modes in *GT Concept* you're awarded presents which can be accessed from the Game Status map. If you finish the ten License tracks (with just a bronze), for example, then you'll unlock the Pod Race. Better still, if you complete all tracks in the Single Race mode under the Normal difficulty then you'll unlock the option to upgrade your *GT3: A-Spec* save data to include 1,000,000,000 credits and bronze on all licenses. Well worth the effort.

ALL POD CONS: Race around a new, short track in Toyota's bizarre new 'thinking, feeling' Pod cars.



SHOW ME THE MONEY: Update your (Japanese) *GT3* save data for a 1,000,000,000 credit bonus and all licenses.

VICTORY PARADE: View a lavish ending movie complete with the full in-game car manufacturer credits.



SIGNING OFF: Your last reward is a detailed movie showing the inner workings of Yamauchi-san's passion wagons.

PROFESSIONAL RACE REWARDS: Place first on the Single Race tracks in this mode and you'll get a new car for each.
PERCENTAGE COMPLETED: As you win the various License cups and Single Race modes, this number will rise.
GAME STATUS MAP
A new feature in GT Concept allows you to chart your progress with ease.
GAME STATUS
ゲームステータス
ゲーム達成率：100%
戻る
LICENSE REWARDS: Win Bronze on a License track and you'll unlock a car. Win Gold and you get another. Simple as that.
PRESENTS: These are the special treats that you unlock by completing the various game modes (see Gifts From Gran).
NORMAL RACE REWARDS: By placing first on each of the Single Race tracks you'll win a trophy and a brand new car.

"A SHORT-LIVED AFFAIR THAT'LL ULTIMATELY LEAVE YOU FEELING A LITTLE CHEATED THAT MUCH OF THE FREEDOM TO EXPERIMENT HAS BEEN TAKEN OUT..."

For *GT Concept*, Polyphony Digital have removed GT mode, the nerve centre that made previous games in the series so compelling in the long term. What's left is License and Single Race mode which, while enjoyable for a time, never *quite* grip you by the plums and drag you back for more.

AS GOOD AS NEW...

Rather disappointingly, there are no new tracks in *GT Concept* – not 'new' in its literal sense, anyway. What you do get is four tracks from *GT3: A-Spec* (Mid-Field Raceway, Tokyo R246, Swiss Alps and Tahiti Maze) plus their reversed versions and a bonus track that fans of *GT2* on PSone may remember – Autumn Ring. Not much for your moola admittedly, but the PS2 polish applied to Autumn Ring makes it look absolutely stunning and being able to race it with a host of new motors keeps things vaguely fresh.

DOUBLE TAKE: What's this, a new track? Looks kind of familiar, though...

DEJÀ VU: You soon realise that this is a next-gen realisation of an old *GT2* track.

AUTUMN HUES: The reworked track looks so sharp it might as well be new.

NEEDELL'S CHOICE

1 **GRAN TURISMO 3: A-SPEC**
The real deal - 36 tracks, hundreds of cars plus the ability to tweak and tune to your heart's content.

2 **GRAN TURISMO CONCEPT**
All-new cars, a new/old track and a fraction of the in-game options.

3 **RIDGE RACER 5**
Full of 'concept' cars and a lot easier to grasp but nowhere near as authentic.

PSM2 VERDICT

GAMEPLAY
+ Dumbed down and less intimidating for newcomers.
- Not much to warrant splashing out for if you already have *GT3*.

GRAPHICS
+ As always, beautiful car models and fantastic replays.
- Still no authentic car damage.

SOUND
+ Fabulously throaty engine noises for the new car roster.
- Exactly the same tunes as *GT3*.

LIFESPAN
+ Racing the new cars in two-player mode is awesome.
- Experienced GT players will complete it in one afternoon.

OVERALL
A neat little package that could be just the kick-start the uninitiated novices need to get into *GT*. But the pros will feel short-changed.

80

CONSTRAINED

COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!
トクセンショウホウ

GOOD NEWS FOR PS2 OWNERS - PC PORTS AREN'T THE UGLY FREAKS THEY ONCE WERE.

JONNIE

They still turn up in two distinct forms, though. You either get multi-platform developments like *Project Eden*, *Red Faction* and, er... *Oni*, or you find yourself staring at PC success stories brought over to console in the hope of extending financial success.

Thankfully, the results, for the most part, have been encouraging as far as PS2 goes – check out our verdicts for *Half-Life*, *Quake 3* and even *Age of Empires: Age of Kings*. It's the result of the technological distance between the two formats not being the gulf it once was – something borne out by the blockbusting arrival of *Deus Ex* in previews this very month; a title touted by its creator, Warren Spector, as actually being a visual enhancement on the PC original.

Don't fool yourselves, though, if you're eager to go hands-on with *Return to Castle Wolfenstein* or *Serious Sam* you'll still have to wait an eternity. The PC market will always be the acid test, but at least the likelihood of seeing hits leap the great divide is on the up. It's just a pity that some games, like the now confirmed *Black and White*, take so long to arrive the anticipation for them has all but vanished. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK MARCH

DEUS EX: THE CONSPIRACY

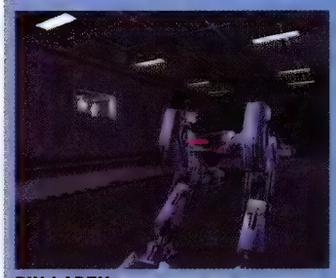
Paranoid? Me? No, the world really is governed by an ancient cabal of secret societies... it bloody *is*... who are you phoning?

ANYONE who's already slipped comfortably into JC Denton's wraparound shades will know exactly what we've just experienced for the first time on PS2. The scale of alternative routes through a game that's clocked up over 50 hours at first play, the beauty of a learning curve that gives you a sense of progression bang up until any one of its three endings, the audacious combination of FPS action, stealth and RPG inventory management... You know all this because you played the PC original and are sitting there smug in the belief you've seen it all before. Well, the sad thing is you're probably right. Here's the bad news. Very little has changed for the PS2 version.

There's no multi-player option in there, the plot arc – although incredibly diverse – remains unchanged, some levels have actually been reduced to fit into Sony's black box and the mission structure is identical. The good news? None of this really matters if you've no

METAL TRICKY

1



PIN LADEN:

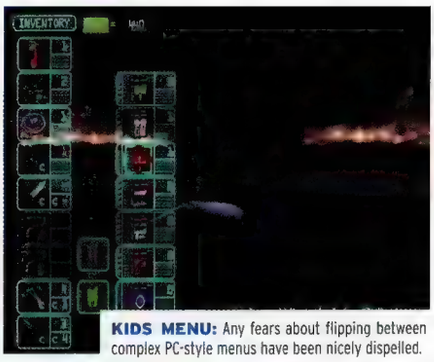
TURRET TA-RA:

STEEL BAND-AID:

BIG FOOT:

CALLING DOCTOR FRANKENSTEIN

2 **Almost every modification, every augmentation and every single one of the 11 different skills can be upgraded. As a result, JC slowly evolves into a perfectly customised character. Spend all your skill points on your rifle ability, repeatedly modify your scope and invest heavily in visual augmentations and you can finally become an that über sniper you always wanted to be.**



KIDS MENU: Any fears about flipping between complex PC-style menus have been nicely dispelled.

idea what UNATCO is, why you'll spend the majority of your time looking for bio energy cells and why your brother's about to get you into a whole heap of trouble. Up for knowing more? Then listen...

With previews, PSM2 tends to shy away from plot exposition as it's usually evidence that the person writing hasn't come within spitting distance of the code. But here, in a game of this complexity, it really is a necessity.

You're JC Denton, an agent currently employed by the United Nation Anti-Terrorist Coalition (UNATCO) along with your twin brother Paul. Your body has been surgically enhanced to give you an edge on the mean streets of 2052 – think *Syndicate* times ten – and you're under the impression that you're fighting for justice, truth and the American way. Then, one sunny day, your brother goes renegade and your black and white vision of the new world order suddenly turns a horrible shade of grey. It's a powerful start that foreshadows the kind of whiplash twists you can expect throughout. Agents fitted with kill switches, government engineered plagues... just a taster of the kind of revelations you can expect.

As a port of a successful PC title, is it up to the kind of thing we've come to expect from games like *Half-Life* and *Giants: Citizen Kabuto*? Well, despite a few jitters with the framerate, there's been a lot of work done on making the jump to console as painless a possible. The PC interface has been ripped out and replaced with one specially designed to suit the DualShock 2. As a result, a subtle dash of auto aim has been added to the shooty bits and all the twiddly inventory screens have been condensed into quick flick pull-up menus much like those found in *MGS2* – there's even a swifter option that allows you to scroll through everything you're carrying using ↑ and ↓ on the D-pad. Suffice to say, once you've set the controls to suit your style of play, it won't be long before you're hugging the shadows like a professional assassin.

"AGENTS FITTED WITH KILL SWITCHES, GOVERNMENT ENGINEERED PLAGUES..."

Another thing that's improved from the PC original is the lighting effects, especially on interior levels. Drop by the Liberty Island UNATCO HQ, and you're no longer constantly fiddling with your headlamp just to see. The external levels are still way too dark, but it's a minor downturn you soon learn to cope with in order to play one of the most open-ended games ever devised.

Like *GTA3*, it's up to you how you approach each level. Load yourself up with ammo and grenades and burst through the front door? Or slip unnoticed into a ventilation shaft and tranquillise every NSF agent from the shadows? It's the kind of game you can become lost in and, if you're a meticulous gamer who just has to read every drop of info you come across, you're going to find yourself playing this for months. The bottom line? We loved it in its original format, and now it's come to PS2 with all our favourite bits intact, chances are we're going to get paranoid all over again. Just don't tell anyone... **PSM2**

Bring it on Eidos, we've visited the medi and repair 'bots and we're itching for our next assignment.

FRIENDLY FACES?

4 **In a world of corporate control and shadowy alliances, where each new chapter provides another revelation in who you can and can't trust, the faces around you are all hiding something. Here's a few of the folk you'll encounter in the opening stages of the game.**

NAME: JC Denton
OCCUPATION: Special Agent, UNATCO

NAME: Paul Denton
OCCUPATION: Special Agent, UNATCO

NAME: Gunther Hermann
OCCUPATION: Weapons Expert, UNATCO

NAME: Anna Navarre
OCCUPATION: Stealth Specialist, UNATCO

NAME: Joseph Manderley
OCCUPATION: Head of UNATCO's Liberty Island HQ

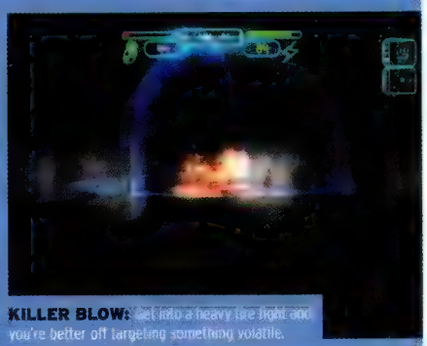
NAME: Alex Jacobson
OCCUPATION: JC's Control, UNATCO

SOLID SNEAK

3 The stealthy option, or an all-out frontal assault? The two distinct strands of approach for each mission add real depth and flavour to the action. Of course, you can't always be stealthy just as you can't always go in mob-handed. What you have to decide is which tactic best suits your style of play.

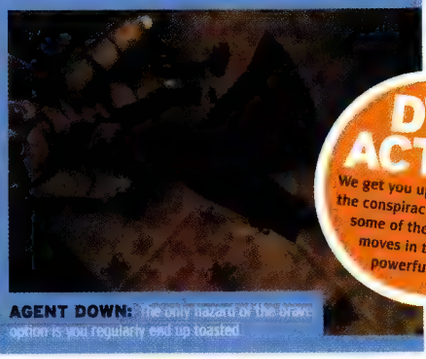
BLOODY FUN DAY: At times stealth just isn't an option. Go large, enjoy...

EYE DIE: Multi tools allow you to override computer systems controlled by the NSF.



KILLER BLOW: Get into a heavy fire fight and you're better off targeting something volatile.

CHAT ATTACK: Talking to civilians can be a waste of time, but some hold valuable information.



AGENT DOWN: The only hazard of the brave option is you regularly end up toasted.

NAME: N/A
OCCUPATION: UNATCO Trooper
Notes: The mop up squad always called in to finish off any strays after you've done all the hard work.

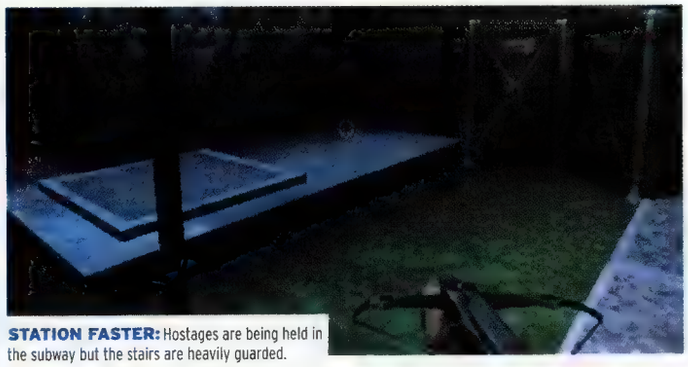
NAME: N/A
OCCUPATION: NSF Trooper
Notes: Members of a terrorist organisation convinced that the Grey Death plague, is man-made.

NAME: N/A
OCCUPATION: Military Patrol Droid
Notes: They work for UNATCO but you still end up going against them. Time to prime those EMP grenades.

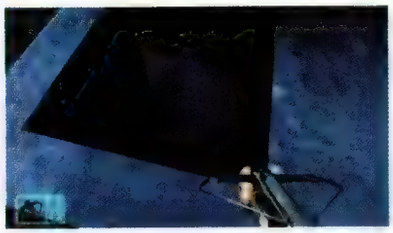
NAME: N/A
OCCUPATION: Citizens
Notes: Everyday folk scraping together an existence while the Grey Death ravages their numbers.

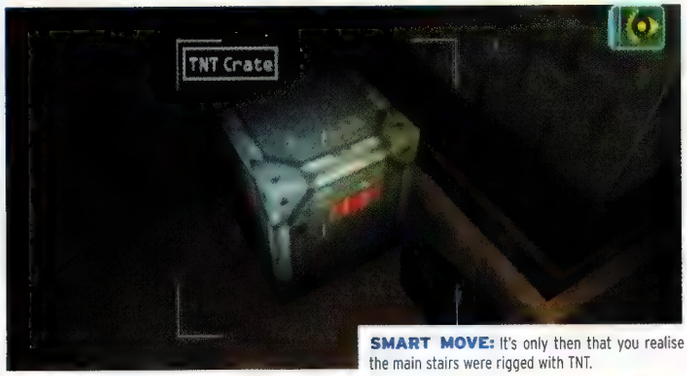
THERE'S NO OTHER WAY

4 On the contrary, there always is. If you're not healthy or armed enough for a head-on confrontation, snoop about, chat to the locals and you'll usually find another approach. In fact it's safe to say that almost every building in *Deus Ex* has a back door of some kind.



STATION FASTER: Hostages are being held in the subway but the stairs are heavily guarded.





SMART MOVE: It's only then that you realise the main stairs were rigged with TNT.

HANDS-ON VERDICT

5 It's a balance of good things and bad for a piece of code in the final stages before launch. On the one hand we've seen textures drop out beneath our feet, struggled with a hesitant, jerky framerate and encountered loading times that sent a chill through our bones. On the plus side, the character animations have been revamped, it's not as dark as it used to be and the control system's outstandingly competent in the face of the huge amount of options available. And incredibly, it's all in there. It may not have the sprawling environments of *GTA3*, but it's still a huge game once you get yourself involved in the mind-meltingly complex story.

You'll love it because...
You've finished *Half-Life* and want more of the same

You'll hate it because...
The mid-level loading times will send you postal.

DVD ACTION
We get you up to speed with the conspiracy and show off some of the best of JC's moves in this issue's powerful trailer.

ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- in the dark.
- Free-form gameplay that gives options on how to solve each dilemma.

WHERE IT'S AT...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

BOG POPPER

1 You're about two hours into the game before you encounter your first boss. Say hello to Toadfist. He's the ruler of the swamp land of Shadowmire and he's got a vicious spinning attack. Defeat him and you get to steal his mask which is worth a fortune topside.

HEY KERMY: As well as his hand blades, Toadfist has limited magical abilities.

BIG GREENIE: Get in close, use your combos then drop back as soon as he starts spinning.

EXPECTED UK FEBRUARY

DRAKAN: THE ANCIENTS' GATES

Give us land, lots of land... oh and a flamin' great dragon, please. That's what we said, and that's exactly what Sony have conjured up for us.

PSM2 FIRST PLAY

LADY IN WAITING: Queen Myschala asks you to retrieve the Cypher Rune from the Shadowmire.

WHY, OH WHY do all fantasy adventures start the same way? *Summoner*; Joseph kneeling in the ashes of his home town. *Dark Cloud*; Toran in much the same position. *Rune*; the whole village wiped out in one devastating lightning strike at sea... It comes as no surprise then when you find *Drakan*'s heroine, Rynn, wandering around another pile smouldering thatch vowing revenge. It's become a fantasy standard, a moment where everyone not playing flicks the cliché switch in their head and wanders off. They're missing out though, as this game's got a fair amount swinging in its favour.

It's big for a start. Guide Rynn across the rolling fields and hills of the game world and it'll slowly dawn on you that unsightly loading screens are pretty much non-existent. The whole level's in there from the off. See a mountain in the distance, make a move towards it and, several minutes later, you'll be standing at its base. It's exactly the epic scope that makes fans of this kind of game break out their Red Sonja vids. The only problem is that it tends to accentuate how sparsely populated the non-dungeon environments actually are. It might just be a factor of the game in its unfinished state but, if the PC original's anything to go by, we won't be seeing any new faces on the streets come launch. Thankfully, however, the subterranean missions soon up the head count.

Venture below ground on any one of the quests set by townsfolk and gentry alike, and you instantly face death from gangs of tunnelling bad boys. Wartoks, Trogs, the obligatory giant spiders... every level's huge and packed to its vaulted ceiling with stuff to hack. And hack, and hack, and hack you will – until you gain enough magic skills at least. It's a game light on puzzles and heavy on quick kills aided and abetted by a cracking combat system.

All you have to do is lock onto an enemy with a quick tap of L2 and then whack 'em repeatedly with moves concocted by a combination of ○ and the D-pad. It's not pretty or subtle, but the effect – with some added lumps of sound – is a blood-hungry frenzy. Then, when you tire of close combat, hang back, equip your short bow and take pot shots from a comfortable distance. The only fly in the health potion is the fact that all weapons have a durability factor built into them – they break if you wield them one too many times. It's a smart feature that puts onus on how you pack before embarking on any mission, and it exemplifies the fact that, despite the unimaginative plot, *Drakan*'s not afraid to throw something new your way. **PSM2**

Get your scaly arse back here for the review next issue.

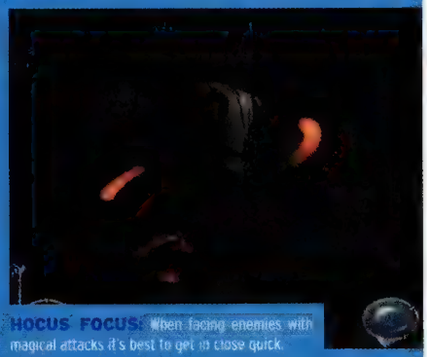
"EVERY LEVEL'S HUGE AND PACKED TO ITS VAULTED CEILING WITH STUFF TO HACK"

BURN BABY BURN: Sub-missions, like rescuing this damsel, pop up throughout the game.

COMBAT BLOUSES

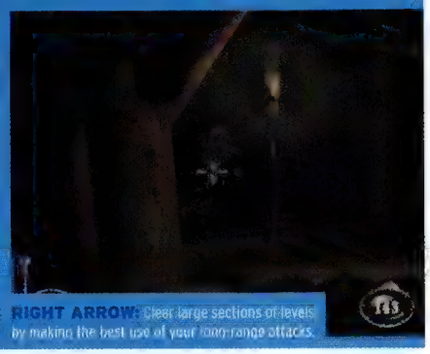
2 Loot without but magical attacks, Rynn can still look after herself. Tap ↑ and ⊗ at the same time and she preform a handy lunge that has most enemies reeling in pain. You can also call upon your bow skills if you don't fancy the in-close work, and either shoot from a third or first person perspective – we found the latter had a much greater effect when you looked through Rynn's eyes before you fired.

RED AND DEAD: Lock on, and the colour of the targeting system changes to show enemy damage.



HOCUS FOCUS: When facing enemies with magical attacks it's best to get in close quick.

QUICK KIT KITTER: You can allocate items to your on-screen inventory by tapping ⊗.

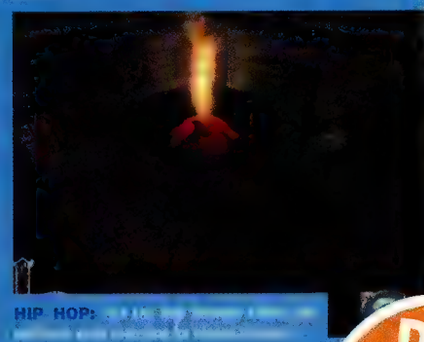


RIGHT ARROW: Clear large sections of levels by making the best use of your long-range attacks.

WORK THAT BODY

4 Hand-to-hand combat, incantations, dragon riding... is there anything this girl can't do? Well, lure her away from the constant struggle with the forces of the Dark Union and you'll find she's also got a diverse range of moves and skills that allow you to explore every inch of the game's environment.

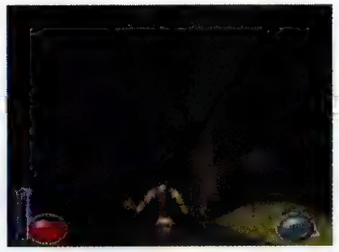
UP TOWN GIRL: [illegible]



HIP HOP: [illegible]

AQUA TONIC: She can swim. Nudge the right analogue forward and she dives for the bottom.

DVD ACTION
The game arrived seconds after our disc headed off, but next month's DVD will be loaded up with Trog-poking action.

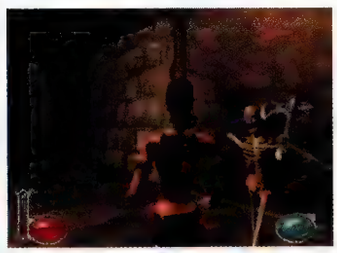


SHADOWMIRE: Stagnant water and trees festooned with wooden walkways and platforms.

ON A CLEAR DAY...

3 You can quite literally see forever... well, as far as the distance horizon at least. It's a big old world full of different styles of environments that range from the bright and breezy skylines of Surdana to the evil swamps of Shadowmire. And, remember, loading times are a joyful rarity with this 'un.

SURDANA: The first town you visit. It's pretty lifeless, but the few folk on the street are friendly.



THE CATACOMBS: Along with the City of the Damned, the Catacombs are full of skeletons.

ANDRELIAN ISLE: Plagued by storms the local battalion have been pinned down by catapult attacks.

HANDS-ON VERDICT

5 As well as the size, another feature that instantly caught our imaginations was how Rynn uses magic. Instead of picking spells at random from a book, you have to guide her left hand through various patterns in the air. It's a neat touch which, sadly, like the dragon riding sections of the game, doesn't kick in until deep into the action.

There is a learning curve and there is the attraction of sub missions appearing mid level, but you can't help feel that things are creeping slowly along rather than providing the thigh-slapping romp we'd hoped for.

You'll love it because...
The engine allows you to fight at ground level and pilot a sky-commanding dragon.

You'll hate it because...
You'll reach the end of a huge level and then find you've got to turn around and battle your way back to the surface

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER Sony
- GAME TYPE

ANTICIPATED FEATURES
- The ability to ride a dragon and take on other winged lizards while in the sky.
- Customisable 'hot slot' inventory.
- 14 huge game environments.
- A weapons damage system.

WHERE IT'S AT...
- Very little wrong with the code we've seen, so we're expecting to receive a reviewable version in time for our March issue which will be on sale February 25th.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MARCH

LMA MANAGER 2002

Codies' almighty footy franchise finally gets promoted to the big league. Sales in sheepskin coats rocket...

FOOTBALL management games have always sat awkwardly on consoles, mainly due to the huge banks of team stats and player AI data. This was all too much for a 32-bit machine that was happier powering a cartoon sprite round some platforms. The best sims inhabited the PC world which could cope with the cow-choking amount of information. But this was all before the 128-bit PS2 came along.

This is great news for developers Codemasters, who were responsible for creating the best management sim on the PSone – *LMA* – as they're now able to make a huge leap in quality. features that we're really excited about. For instance, to recreate that dugout intensity during matches you can assign commands to the shoulder buttons. Then if things aren't going to well you're able to design a specific training regime for each of the 32 members of your squad. But the most appealing aspect is the fact that you can watch your teams performance, thanks to a sweetly animated highlights package presented by Gary Lineker and Alan Hansen.

Thankfully, Codies have retained their philosophy that this is the ultimate footy sim for those of us who'd rather watch ice melt than wade through the soup of numbers that PC sims offer – the football action's entertaining while the transfer market's as volatile as ever. Now, how *are* Bristol City doing in the Champions League... PSM2

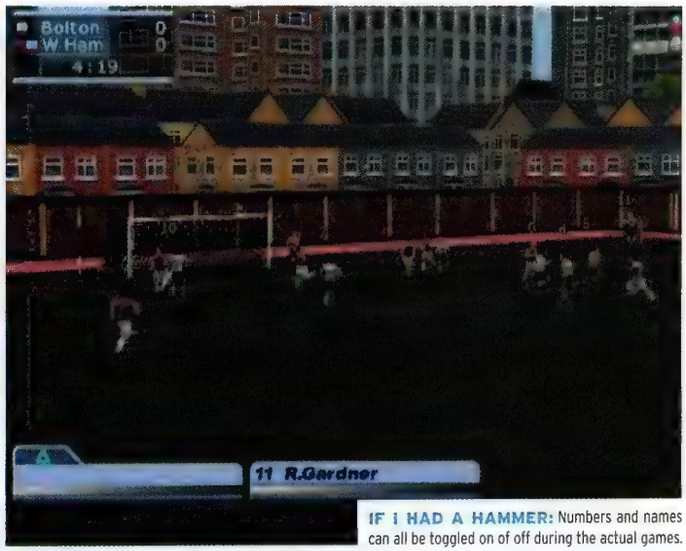
"THE FOOTBALL ACTION'S ENTERTAINING WHILE THE TRANSFER MARKET'S AS VOLATILE AS EVER"

LMA Manager 2002 isn't simply an update of the PSone game or a port of an existing PC game – it's a title specifically design for PS2.

For a start, it boasts 17,000 players from 712 clubs around the world. There's huge depth to the game, but it's the neat

DVD ACTION

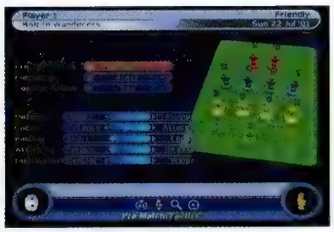
You can see the highlights of *LMA Manager 2002* on this issue's DVD. Break that gold jewellery out of hock and the camel coat out of mothballs



IF I HAD A HAMMER: Numbers and names can all be toggled on of off during the actual games.

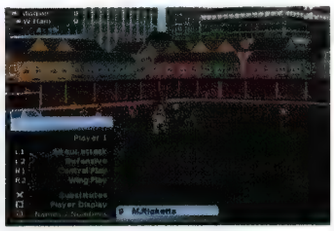
1966 AND ALL THAT

1 Another option is the chance to use pre-set classic teams of the past, like the Liverpool team of the '70s or Wimbledon of the '80s. You can use them straight or simply learn from them and adapt them to your set of players. Your tactics are fully customisable, with sliding controls for attack and defence. How far you push up and how deep you defend is entirely up to you. After all, it's your team.



ROCK FORMATION: Giving Bolton the classic '70s Liverpool tactics might just save 'em from the drop.

LOVE SEES NO COLOUR: Er... are you *sure* that's Michael Ricketts? Hopefully this'll be sorted out.



BARKING MAD: Instantaneous orders can be given to your team by brilliantly simple button presses.

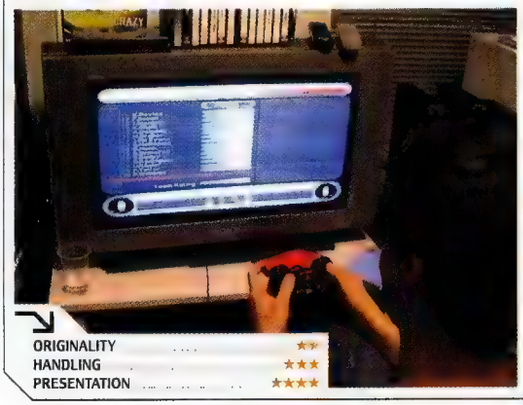
HANDS-ON VERDICT

2 The code we've tested is still a bit scruffy round the edges, but the meat of the game is there and running comfortably. What's particularly impressive is the ease in which you can navigate the menu screens using the shoulder buttons, making rummaging through the options a painless experience. You'll be instantly at home if you spent hours in front of the PSone version, and all those niggling bits that made day-to-day tasks a chore have been smoothed out.

The match action isn't *quite* there yet, but Codies are on track to buff everything up to a world-class finish. We're especially looking forward to the Lineker/Hansen banter that we've been promised will make post-match analysis a real pleasure, plus the deeper tactical options give you no excuse to let big Alan describe your defence as 'appalling'.

You'll love this if...
You think that wearing a tracksuit, standing by a field and chewing gum looks fun.

You'll hate this if...
You have enough fun playing with menus in restaurants.



ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★★

LMA Manager 2002

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

EXPECTED UK MARCH

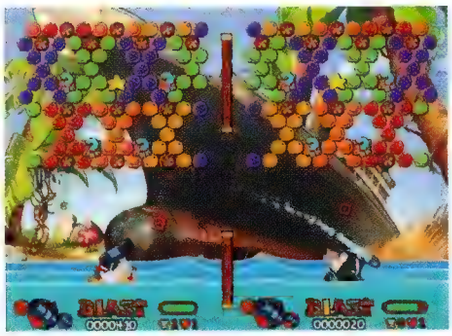
WORMS BLAST

The puzzle-lite PlayStation 2 welcomes back a wrinkled old favourite...

PSM2 FIRST PLAY

HERE'S a new one for you. A puzzler packed with weapons. Forget about ditching hundreds of coloured blobs all over your mate in a shower of skilful wrath, this is dirty puzzling. It's *Worms*, you see, with everything that entails. Bazookas, torpedo attacks, underhand tactics and high-pitched voices wailing obscenities. But how on earth can Team 17 weld ballistics onto the something that, at face value, looks like a clone of *Super Bust-A-Move*?

Stick with that image of *Super BAM* – it's a good starting point. Now imagine two of the nine familiar faces from the *Worms* series – worms, sheep, skunk, grannies, pigeons, etc – driving boats while gripping bazookas.



EXCHANGE WILL DO YOU GOOD: The screen partition opens, allowing you to change your opponent's targets to different colours.

CHARACTER ASSASSINATION: Get vicious with all your *Worms* favourites.

Unlike, Bub and Bob, though, you're not confined to targeting just the hanging orbs above. Wait for the central divider to pop open and you can lob a few rounds directly at the opposition, providing you give it enough oomph to go the distance. It's the kind of filthy two-player carnage that instantly undermines any good which co-op titles have achieved in the past.

The one-player mode is a different shade of weirdness altogether. Navigate your boat-bound character around a map and deal with any puzzles that get thrown in your path. Some revolve around popping bubbles in time-honoured fashion, whereas others have you dodging stuff that either scrolls down the screen or whizzes around it. Not exactly conventional, but it's something that could well serve in its favour. **PSM2**

We'll be reviewing this next issue – don't miss out...

HANDS-ON VERDICT

1 When you're chucking shells into the air, you want your feet on the ground, not skidding about the bottom of a boat. Humans are rubbish at hitting a stationary target while afloat. Look at *Worms*. It was a nightmare of trajectories, even when your segmented skin was firmly stuck to the earth. And the inclusion of both the sighting and move controls on just the left Analogue doesn't help matters either. It's a brave move by Team 17 but we're not entirely convinced it's a wise one.

You'll love it because...
You found *Super Bust-A-Move* too tame as a multi-player.

You'll hate it because...
Driving and aiming at the same time makes your brain ache.

DVD ACTION
No explosive paddling this month, but our next DVD'll be loaded with more two-player action than you can shake an air-strike at.

ORIGINALITY ★
HANDLING ★
PRESENTATION ★★

INFO
- **DEVELOPER** Team 17
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Puzzle

ANTICIPATED FEATURES
- Nine playable characters: six open, three locked.
- Eight two-player modes: Deathmatch, Star Collection, Tide Trial, Star Race, Survival, Fight, One Line For 2 and Don't Drop Em.
- Three Versus CPU modes.

WHERE IT'S AT...
- It looks ready for reviewing.

COMING SOON

ONLY IN PSM2 – TOMORROW'S BIG GAMES FIRST!

EXPECTED UK FEBRUARY

SPACE CHANNEL 5

Ooh la la – if Peter Sissons dressed in PVC and tap-danced, maybe we'd watch the news more often...

PSM2 FIRST PLAY

TETSUYA Mizuguchi's a man with a sense of style. United Game Artists – formerly known as Sega AM9 – are based in the Shibuya, Tokyo's liveliest clubbing district. He's already brought head-bending rhythm-based shooter *Rez* to PS2 – but before that, his love of disco beats brought *Space Channel 5* to Dreamcast. And now, an enhanced version's coming to PS2.

In the future, the airwaves are dominated by dancing news reporters, vying for viewing figures with their rubbery outfits and limb-twirling routines. Ulala is Space Channel 5's top reporter, who happens to be on location at a space station invaded by Morolian aliens. They've hypnotised the crew, and the only way to break the spell's by dancing and shooting aliens with your Chu (kiss) gun. Mad as a hatstand, then, but good fun in a Top of the Pops kinda way. The graphics are nicely stylised and the tunes – while there's nothing to match *Dance Summit 2001*'s superb Nakano Cherry Bomb – are pleasantly groovy. In a nice touch, they actually change if you gain band members, so it's possible to introduce funky riffs into the bog-standard beats.

BOOGIE SHOES: Hostages work as extra lives - mess up the beats, and you'll lose them.

Eerily reminiscent of Austin Powers in places – from camera angles to thigh-high boots – *Space Channel 5*'s probably going to be the best beat-based game around. It's not a great leap forward in gameplay dynamics, but we suspect it'll do a better job of convincing non-believers that PS2's cool than *Rez*'s 'synaesthetic' techno wonderland. And it's a searing indictment of the populism of current affairs program. Trevor McDonald para-para dancing in moon boots? We're not saying it won't happen. **PSM2**

We'll have chu chu chu-ed our way through a review next issue.

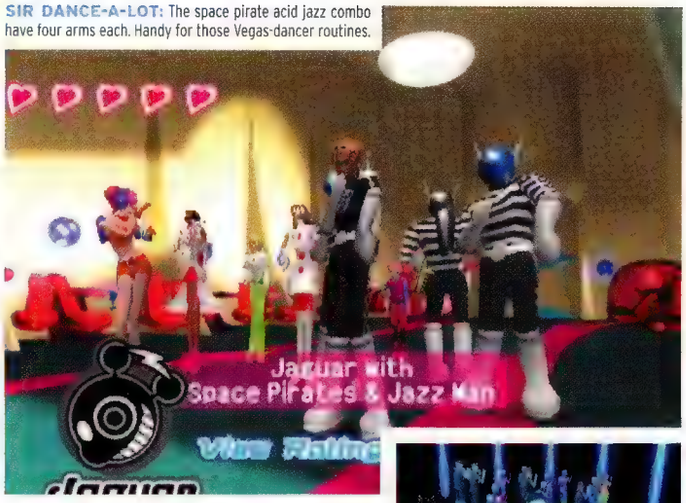
"MAD AS A HATSTAND, BUT GOOD FUN IN A TOP OF THE POPS KINDA WAY"

STRUT SPIRIT: Get enough backing dancers, and Ulala's style becomes even more energetic.

DVD ACTION

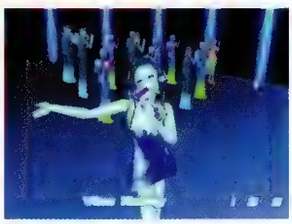
See Ulala strut her funky stuff on next issue's disc. Providing no-one's mashed the TV's speakers with a DualShock by then

SIR DANCE-A-LOT: The space pirate acid jazz combo have four arms each. Handy for those Vegas-dancer routines.



EVERYBODY DANCE NOW

1 Each mission starts with some solo shimmying, but rescued hostages join in until your dance troupe starts to resemble a Geri Halliwell video. At times, you'll be challenged by rival news reporters – beat them, and you'll recruit a member of their backing band.



DANCING QUEEN: Beat Pudding and you nick her guitarist for some electric riffs.

BEAT BOXING: The later bosses are a nightmare of overlapping beats and very tricky combos.

CHU TO A KILL: Nice rhythmic camera angle changes when you zap the aliens with your kiss gun.

HANDS-ON VERDICT

2 A triumph of style over substance on DC, *Space Channel 5*'s largely unchanged for PS2. Unlike *Parappa*, there's no match-the-symbols button-jabbing to worry about – instead, the idea's to listen to opponents yelling out commands, then match their moves with a combo of your own, ultimately finishing them off with your Chu Blaster. This makes it difficult to recapture your flow if you miss a press, but at least it allows you to concentrate on the dancers rather than a bar smothered in symbols. There's also an obvious correlation between what you press and how the action progresses – Ulala slouches if you're doing badly, and struts if you string together a decent combo.

Good fun, then, apart from everyone threatening to kill us after one too many 'left, left, up, up, chu, chu, chu!'

You'll love it because...

It's like an interactive version of Saturday morning TV – bright, noisy, and full of pretty people dancing

You'll hate it because...

It's basically just a disco version of Simon Says

ORIGINALITY ★★
HANDLING ★
PRESENTATION ★★★★★

5

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

SHADOW MAN: 2ECOND COMING

Acclaim's voodoo warrior still has a score to settle with the underworld. It beats driving a cab, mind.

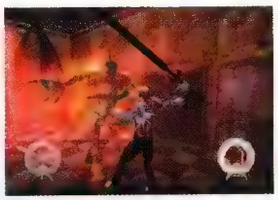
PSM2 UPDATE

FOR THOSE of you who were fortunate enough not to witness the shambolic *Shadow Man* on PSone, some introductions are probably in order. This dark action-adventure is based on a comic series that centres around the exploits of private detective Mike LeRoi who's alter-ego is the Shadow Man – a voodoo warrior who possesses the power to walk between the worlds of both the living and the dead. His mission is to prevent the Grigori, a race of demons, resurrecting their leader, Asmodeus, who's bent on the complete destruction of civilisation.

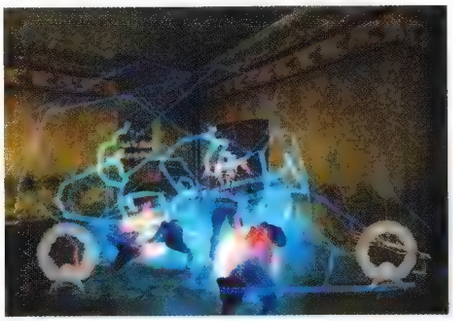
With its macabre setting, *Jak and Daxter* this ain't. It's a bit moody, but if it manages to build on the quality of game that graced DC and N64, then *Shadow Man* could be a great mix of *Silent Hill 2's* intensity and *Headhunter's* playability.

Things become a bit more interesting when the action switches to Deadside. The developers have vowed to strain every sinew of the PS2 to create a fantastical alternate dimension. Even the weapons have a voodoo twist here – the lethal Insipher is in the shape of chicken. **PSM2**

PSM2'll bring you the first review next issue...



BLADE TO REST: There's more hand-to-hand combat this time round.



LIGHTNING GIG: As with the first game, Mike gets to rattle off the hollow tips and indulge in a spot of voodoo magic.

HAND OF BRIDGE: The spooky world of Deadside's still the focus of the action.

HANDS-ON VERDICT

1 At the moment there isn't too much there too get excited about. The code we've played's fairly shaky, so excuses can be made. Important aspects, such as the handling and fighting system are a bit awkward. You use both analogue sticks in the same way you would tackle an FPS which is fine, but combined with the giblet character animation and Shadow Man's tendencies to sink into supposedly solid walls, well, it looks a little shabby.

You'll love it because...
The PS2 game'll be steps ahead of the DC version

You'll hate it because...
The drippy control system will drain your enthusiasm.

DVD ACTION
We've got a load of in-game action on this issue's DVD – Mike LeRoi dispatching justice to the evil denizens of Darkside.

ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

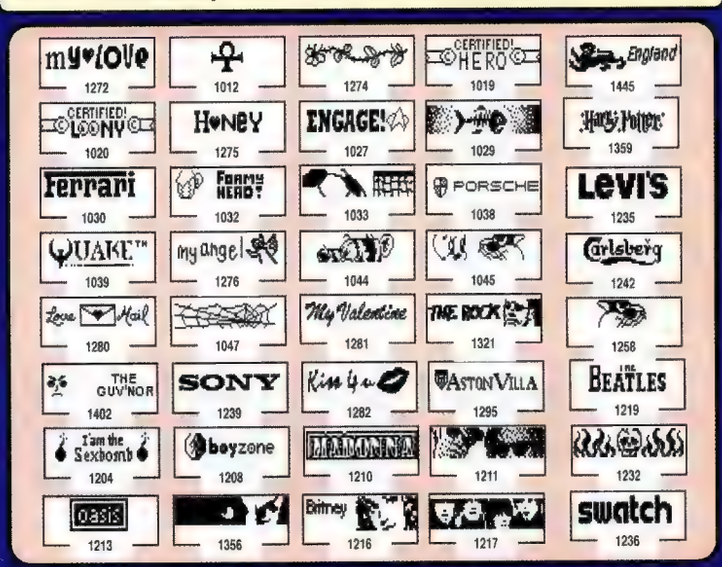
TONED UP
TONES AND PICTURES
"TONES 4 UR FONE"

New Arrivals

37656 - Blue ..... If You Came Back
37657 - Westlife ..... Queen of my heart
37642 - Afroman ..... Because I Got High
37651 - Alicia Keys ..... Fallin
37658 - Lighthouse Family ..... Free
37659 - Bubba Sparxx ..... Ugly
37650 - iiO ..... Rapture
37660 - So Solid Crew ..... They Don't Know
37622 - DJ Otzi ..... Hey Baby
37652 - Jennifer Lopez ..... I'm Real
37624 - Kylie ..... Can't Get You Out of My Head
37630 - City High ..... What Would You Do
37653 - Dandy Warhols ..... Bohemian Like You
37632 - Mary J Blige ..... Family Affair
37644 - Misteeq ..... One Night Stand
37646 - Five ..... Closer To Me
37643 - Britney ..... Slave 4 U
37647 - Gabrielle ..... Don't Need The Sun To Shine
37625 - Alien Ant Farm ..... Smooth Criminal
37640 - Linkin Park ..... In The End

Classics

37374 – Knight Rider .....
37393 – Mission Impossible .....
37411 – Phantom Of The Opera .....
37461 – Southpark .....
37159 – Queen ..... We Are The Champions
37190 – Star Wars End Theme .....
37223 – X-Files .....
37232 – Eddie Grant ..... Electric Avenue
37269 – Beach Boys ..... Surfin USA
37354 – Halloween .....
37019 – B52s ..... Love Shack
37078 – Eastenders .....
37005 – Abba ..... Dancing Queen
37134 – Match Of The Day .....
37101 – Glory Glory Glory Man Utd .....
37123 – Looney Tunes .....
37129 – Madonna ..... American Pie
37485 – Godfather .....
37486 – The Sweeney .....



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COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 AUTO MODELLISTA

Rip out memory-hungry textures and replace with eye-swiping colours. The result? Super-fast, cartoon car action.

2 VIRTUA FIGHTER 4

Another puncher that's more than skin deep. Tamagotchi training, magnificent arenas plus a slick character edit mode.

3 SOUL CALIBUR 2

Three fighters, one arena... It's an early bet, but if the depth of the previous titles is recreated here, we're quids in

4 ALIENS: COLONIAL MARINES

EA jump on the *Alien* franchise but, unlike the appalling *Resurrection*, it looks like this FPS could be great.

5 STUNTMAN

Even rumours of *Driver 3* are unable to shake our desire to set fire to the casting couch and drive it off a bridge.

6 TIMESPLITTERS 2

We've played the demo to death and now we're dying to find out what's behind those rusty blast doors.

7 THE THING

From Ice Station Zebra to The Shining: cold weather means parkers and rifles to PSM2

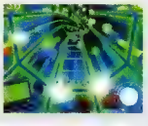
8 MOH: FRONTLINE

Our want on war is still at fever pitch thanks to new footage of the game in action. Now all we need is the code.

9 THE GETAWAY

Huge budget, massive lead time, but we'll need to see this in action sharpish if it's to avoid relegation.

10 FREQUENCY



As big name musos flock to be a part of Sony's bemani-meets-*Tempest* title, we get worked up about the pounding two-player.

OUR LEAST WANTED

You can take your title and...

DISNEY'S PETER PAN

The PS2 price drop means the kiddy-crap band wagon's rolling into town. Shame on you, shame on you all.

EVERY KNOWN GAME ETA

INCOMING

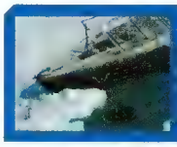
Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

A	AA	P	P
A	AS	P	Pz
A	Ar	R	R
B	Bd	RPG	RPG
B	Br	S	S
F	FPS	Sim	Sim
F	FS	Sp	Sp
M	Mi	Str	Str

FEBRUARY

Ace Combat 4	Sony	FS
Atlantis 3	Acclaim	AA
Centre Court Tennis	Midas	Sp



COMMANDOS 2

Down and dirty with [illegible] and it's got us excited.

DNA: Dark Native Apostle	Virgin Int	AA
Dragon Rage	3DO	AA
EA Sports Cricket 2002	EA	Sp
Ecco the Dolphin	Sony	AA
ESPN NBA 2 Night 2002	Konami	Sp
Frank Herbert's Dune	Acclaim	AA
GoDai: Elemental Force	Acclaim	AA
Guilty Gear X	Virgin Int	AA
Headhunter	Sony	AA
Iron Aces 2: Birds of Prey	THQ	FS
Jekyll and Hyde	Acclaim	AA
Jonny Moseley Mad Trix	3DO	Sp
Legends of Wrestling	Acclaim	Sp
Maximo	Capcom	AA

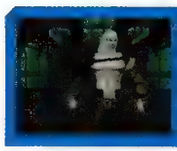
METAL GEAR SOLID 2

Don't let other mags scare you with their [illegible] The rewards are unparalleled.

Monsters Inc.	Sony	Pl
Resident Evil: Survivor 2	Capcom	FPS
Rez	Sony	S
Shadowman 2	Acclaim	AA
The Shadow of Zorro	Acclaim	AA
Tetris Worlds	THQ	Pz
Shadow Hearts	Midway	RPG
Shifters	3DO	AA
WipEout Fusion	Sony	R

MARCH

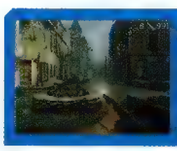
Army Men: RTS	3DO	Str



BLOOD OMEN 2

Although getting [illegible] Dynamics go action heavy.

Conflict Zone	Ubi Soft	Str
Dark Summit	THQ	Sp
Downforce	Virgin Int	R
End Game	Empire	S
ESPN MLS Extra Time	Konami	Sp
Grandia 2	Ubi Soft	RPG
High Heat Baseball	3DO	Sp
ICO	Sony	AA
Jade Cocoon 2	Ubi Soft	RPG
Jimmy Neutron: Boy Genius	THQ	P
Jimmy White's Cueball World	Virgin Int	Sp
Kelly Slater's Pro Surfer	Activision	Sp
Knockout Kings 2002	EA	Sp
Lakemasters Ex	Midas	Sp
Legend of Alon D'ar	Ubi Soft	RPG
LMA Manager 2002	Codem'ters	Sp
Loony Toons Space Race	Infogrames	R



MOH: FRONTLINE

Shrapnel dodger Patrick [illegible] Excitement, danger, elation...

Matt Hoffman's Pro BMX	Activision	Sp
Mega Race 3	Acclaim	R
NASCAR Heat 2002	Infogrames	R
Pirates: Legend of Black Kat	EA	AA
Pro Rally 2002	Ubi Soft	R
PRYZM: The Dark Unicorn	TDK	RPG
RLH	Interplay	AA
Simpson's Cheat Skater	EA	R

STAR WARS: JEDI STARFIGHTER

We loved the original [illegible] Eat our jets, Imperial scum.

Sled Storm 2	EA	R
Soldier of Fortune Gold	Majesco	FPS
Sven Groan Eriksson WCC	3DO	Sp
Sunny Garcia's Surfing	Ubi Soft	Sp
Tiger Woods PGA Tour 2002	EA	Sp
TimeSplitters 2	Eidos	AA
Vampire Night	Sony	S
Virtua Fighter 4	Sony	S
WTA Tour Tennis	Konami	Sp
Worms Blast	Ubi Soft	Pz

APRIL

Aliens: Colonial Marines	EA	AA
Antz Racing	Empire	R
Fireblade	Midway	S
Mike Tyson Boxing	Codem'ters	Sp
Need for Speed: Hot Pursuit 2	EA	R

MAY

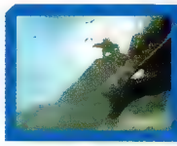
Barbarian	Sony	AA
Conflict Desert Storm	SCi	AS
F1 2002	Sony	R
Rally Championship	SCi	R
Red Card Soccer	Midway	Sp
Legion: Legend of Excalibur	Midway	AA

APE ESCAPE 2

Apparently, not [illegible] news as far as we're concerned.

JUNE

Ghostmaster	Empire	AA
GT3 Next	Sony	R
Gumball 3000	SCi	R
Prisoner of War	Codem'ters	AS
Robocop	Virgin Int.	FS
Smash Court Tennis Pro	Sony	Sp
Snowcross	Konami	Sp
Starsky & Hutch	Empire	R
Star Trek Voyager: Elite Force	Majesco	FPS



TUROK EVOLUTION

Dino baiter Fireseed's [illegible] course in mass extinction.

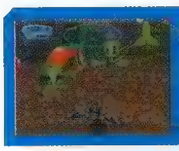
TOCA Race Driver	Codem'ters	R
World Sports Car	Empire	R

JULY

Dead to Rights	Sony	AA
Destruction Derby 4	Sony	R
Final Fantasy 10	Sony	RPG
Tonka Monster Truck	Infogrames	R

LATE 2002

Alpine Racer 3	Sony	R
Aquaman	TDK	AA
Area 51	Midway	AA
Barbarians	Virgin Int	AA
Broken Sword: The Sleeping Dragon	Virgin Int.	AA
Colin McRae 3	Codem'ters	Sp
Curse: The Eye of Isis	Wanadoo	AA
Dinos	Vivendi	S



DEFENDER

Midway raid [illegible] bomb and kidnapping aliens.

Dinotopia	TDK	AA
Dr Muto	Midway	AA
Dredd Versus Death	Rebellion	AA
Exo	Infogrames	AS
F355	Sony	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Freaky Flyers	Midway	FS
The Getaway	Sony	AA
Gravity Games	Midway	Sp
H2Overdrive	Ubi Soft	R

GOOD COP BAD COP

Not happy with just resolving [illegible] decide which path to take.

MAXIMO

CAPCOM

Relentless platform action from the makers of *Ghosts 'n' Goblins* where the emphasis is most definitely on survival rather than exploration.

Iron Storm	Wanadoo	FPS
Kingdom Hearts	Sony	RPG
The Lost	Ubi Soft	AA
Mercedes-Benz Racing	TDK	R
Moji Ribbon	Sony	B
Monster Truck 2	Ubi Soft	R
Mortal Kombat 4	Midway	Sp

PRIMAL

Flaw-handle [illegible] between Jennifer Tate and us.

Rogue Spear	Ubi Soft	AS
Rubu Tribe	Interplay	AA
Shrek	TDK	Pl
Stuntman	Infogrames	R
Superman	Infogrames	AA
Tekken 4	Sony	Bt
Terminator	Infogrames	AA
Tomb Raider: Next Gen	Eidos	AA
Ultimate Fighting Championship	Ubi Soft	Bt

TO BE CONFIRMED

13	Ubi Soft	FPS
1906: Arctic Odyssey	tbc	AA
Angel's Present	tbc	AA
Austin Powers 2002	Take 2	AA
Blood: The Last Vampire	Sony	AA

CIRCUS MAXIMUS

As long as this comes [illegible] Charlton Heston.

Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Dark Angel	Metro 3D	RPG
David Beckham Soccer	Rage	Sp
Driver 3	Infogrames	R

DUKE NUKEM FOREVER

Taking an age to arrive on [illegible] name alive.

Dusk Till Dawn	TBC	FPS
Eternal Blade	Mattel	AA
Everybody's Golf 3	Sony	Sp
Final Fantasy 11	Sony	RPG
Football Manager	Virgin Int	S
Freakstyle	EA	Sp

FREQUENCY

Follow a trail of [illegible] compulsive beat disorder.

Frogger	Konami	P
Fusion GT	Crave	R
Galleon	Interplay	AA
Goemon Action RPG	Konami	RPG
The Great Escape	SCi	AA
Gunslinger	SONY	AA
Halloween	Wanadoo	AA
Hidden Invasion	Virgin	AA
Inquisition	Wanadoo	AA
Iron Eagle Max	JVC	FS
ISS 2002	Konami	Sp

KNIGHTS

A case of [illegible] the title. Weird, but wonderful?

Jinx	Acclaim	P
Kengo 2	Ubi Soft	AS
Kinetica	Sony	R
Men In Black 2	Infogrames	AA

MOH: FIGHTER COMMAND

Jimmy's always been a flyboy, [illegible] Britain-style intensity.

Mission Impossible 2	Infogrames	AA
Ninja Assault	Namco	S
Okage: Shadow King	Sony	RPG
Onimusha 2	Capcom	AA
Outcast 2	tbc	AA
Pac-Man World 2	Sony	P
Poplocrois 3	tbc	RPG
Premier Manager	Infogrames	Sp
Race of Champions	Activision	R
Rhapsody 2	tbc	RPG

RETURN TO CASTLE WOLFENSTEIN

Early feedback from [illegible] and, port it now.

Robin Hood: Defender of the Crown	tbc	AS
Rocky	Rage	Sp
Saffire	tbc	AA
Seaman	Sony	AA
Shadow of Zorro	Cryo	AA
SK8	Rage	Sp
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AS
Soul Calibur 2	Sony	Bt
Space Channel 5: Part 2	Sony	B
Spawn: In the Demon's Hand	Capcom	AA
Speed Devils 2	Ubi Soft	R
Spin: Sprint Car Racing	tbc	R
Star Wars: Obi Wan	Activision	AA
Street Hoops	tbc	S

STAR WARS: RACER REVENGE

Early shots had us [illegible] really benefit from weapons.

Suikoden 3	Konami	Sp
Super Bust-a-Move	Ubi Soft	Pz
Tenchu 3	Activision	AA
TD: Underground	Infogrames	R
The Thing	Vivendi	AA
Tribes 2	Vivendi	FPS
Virtua Tennis 2002	Sony	Sp
World Rally Championship 2	Sony	R
Xenosaga	tbc	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun.com

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
0208 222 9700
www.infogrames.com

INTERPLAY
0207 821 6815
www.interplay.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

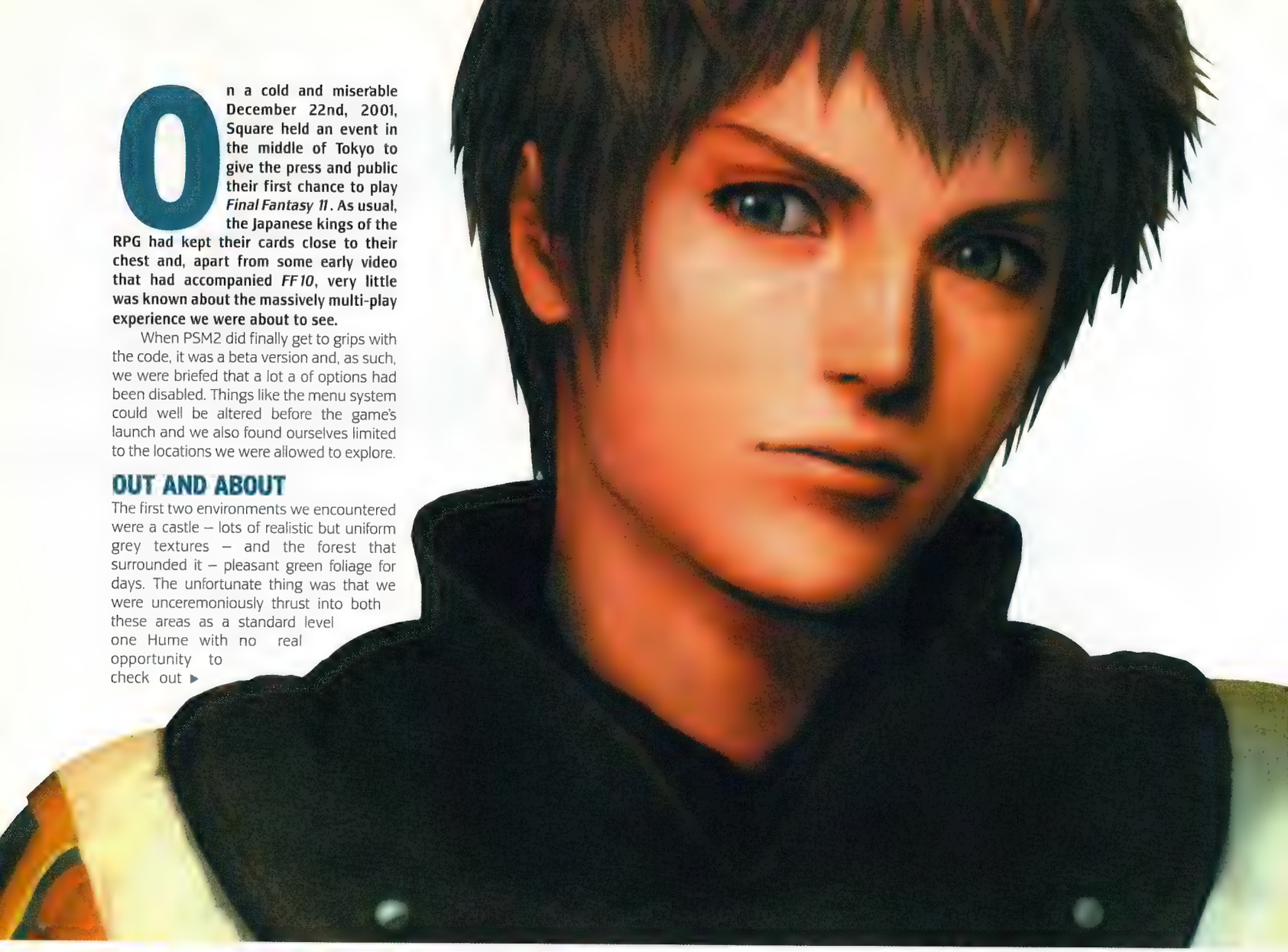
THQ
01483 767 656
www.thq.com

TITUS
0207 700 2119
www.titussoftware.com

UBI SOFT
01932 838 230
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-online.co.uk



FINAL FANTASY 11

On a cold and miserable December 22nd, 2001, Square held an event in the middle of Tokyo to give the press and public their first chance to play *Final Fantasy 11*. As usual, the Japanese kings of the RPG had kept their cards close to their chest and, apart from some early video that had accompanied *FF10*, very little was known about the massively multi-play experience we were about to see.

When PSM2 did finally get to grips with the code, it was a beta version and, as such, we were briefed that a lot a of options had been disabled. Things like the menu system could well be altered before the game's launch and we also found ourselves limited to the locations we were allowed to explore.

OUT AND ABOUT

The first two environments we encountered were a castle – lots of realistic but uniform grey textures – and the forest that surrounded it – pleasant green foliage for days. The unfortunate thing was that we were unceremoniously thrust into both these areas as a standard level one Hume with no real opportunity to check out ▶

The next instalment of *Final Fantasy* will be unlike anything that's come before. Intrigued? So were we. PSM2 flew to Tokyo to find out how Square are taking their epic saga on-line...

INFO

- **DEVELOPER**
  Squaresoft
- **PUBLISHER**
  Squaresoft
- **GAME TYPE**
  Massively Multi-player RPG

ANTICIPATED FEATURES

- Real-time in-game transitions from night to day
- Five playable character types
- The ability to create new six player parties or join existing ones
- Forge allegiances between three parties allowing you to bring 18 units into combat
- The absence of random battles as monsters now appear on-screen
- The game will need the Sony HDD to run.

WHERE IT'S AT...

- We had a go on the first playtest before Christmas 2001 and know that the beta version has just been sent out for trials. So, things are looking good for a Spring launch in Japan and an Autumn launch in the US. There's still no confirmation about a European launch, but we're hazarding a guess that the game will be up and running by the end of 2002

WORLDS APART

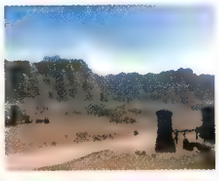
The game's world, Van'Diel, is divided into six different territories. Some make up the homelands of the different playable species, whereas others have fallen under the control of monsters.

REPUBLIC OF BASTOK: A combination of Humes and Galkas live in this industrial complex where technology is embraced and the precious metal Mithril's mined.

FEDERATION OF WINDURST: A union of the magical Tarutaru tribes, this heavily wooded land lends an organic feel to all its structures.

KINGDOM OF SAN D'ORIA: The Elvaan's fortified homeland's a defence against monsters - it also represents a history of civil war between internal factions.

RONFAURE FOREST: Located next to the San D'oria Kingdom, the forest is renowned for its magical qualities - it's an ideal habitat for Elvaan and Mithra.



GUSTABERG: A desert region that surrounds the Bastok Republic. Little lives here except a few nomadic monsters and the occasional mining operation.

SAUTABARUTA: This is where the majority of the monsters, like this delicious and nutritious Tiny Mandragora, can be found.

TONIGHT I'M GOING TO BE...

There are five different species of playable characters that exist on the world of Vana'Diel. Each provides specific advantages and drawbacks in time honoured *Final Fantasy* tradition. So, if you go for a creature that's a dab hand at magic, you can be sure their hand-to-hand combat skills won't amount to much.

HUMES: Like us. Balanced attributes make them the perfect choice for the first time player.

TARUTARU: Natives of the Federation of Windurst. What they lack in height they make up for in magical prowess.

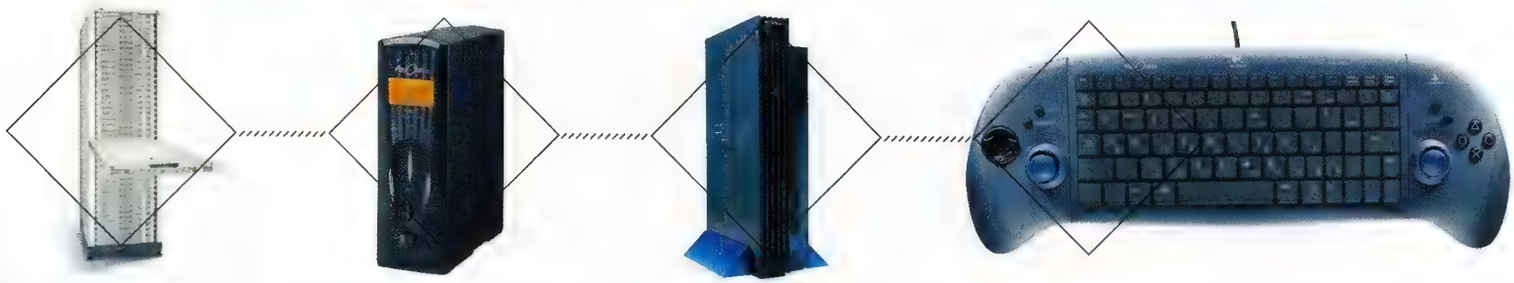
ELVAAN: Tall, elegant creatures they're distinguished by their height, homeland of San D'oria and fighting ability.

MITHRA: A sub-species of the Elvaan, only the females with their long ears and tails venture out into the world.

GALKA: A real power-house of a race, their impressive bulk comes from living in the industrial republic of Bastok.

THIS IS JAPAN CALLING

So how exactly are Square going to deal with the huge number of punters who'll sign up for *Final Fantasy 11* as soon as it launches? Well, needless to say, there're some major lumps of hardware at work behind the scenes.



ARE YOU BEING SERVED? The Hewlett Packard Netserver IP 1000R's can each handle 300 000 users.

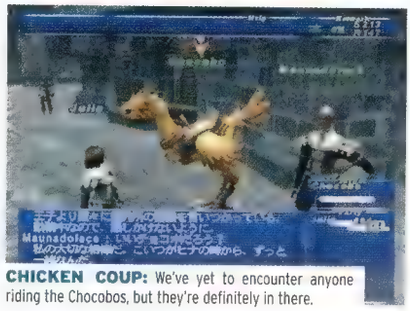
CHATTER BOX: PlayOnline's retro-looking Modem bridges the gap between über server and your PS2.

OLD FAITHFUL: The game disc will contain the game and all the relevant software to run the modem.

KEY TO SUCCESS: Logitech have been quick to create this extended DualShock 2 combined with a keyboard to speed up any messaging you'll be involved in during gameplay. Not quite sure if it'll be any good for *THPS3* on-line, though.

CONFLICTING INTEREST: You'll be able to get a decent eyeful of your ugly opponent...

SCROLL PLAYING: ...before sifting through the complex system of combat menus to batter it.



CHICKEN COUP: We've yet to encounter anyone riding the Chocobos, but they're definitely in there.

"THE BIGGEST SHOCK WE RAN INTO WAS THE COMPLEXITY OF THE MENU SYSTEM"

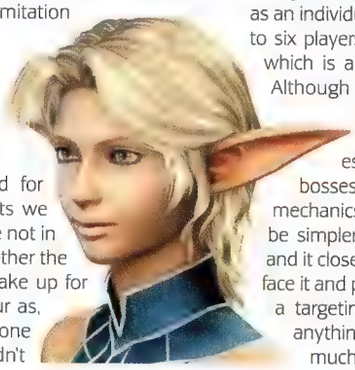
▶ the Character Editor in action. But, once we got used to the limitations of the demo, we were off battering tunnel worms about the head with our sword and respawning back at the castle every time we overstretched ourselves.

The biggest shock we ran into was the complexity of the menu system. All the footage we'd seen so far had been free of this component, but here, well, let's just say that the screen is rather cluttered at the moment. Option the interface and loads of semi-transparent blue boxes pop up with a status bar at the top, a large text box at the bottom, and a main menu and team status over on the right. While playing, though, it's not as intrusive as it first appears with only the status bar and text box remaining on screen as you run around.

Currently there's no way to remove the individual menu elements and customise the screen but, after the feedback of the beta testers this might be one of the changes made before release. What you can do is switch the menus off entirely to get a better view of the world. Do this, though, and you'll never know if someone is trying to message you.

DETAILS OF THE UNEXPECTED

As with all launch events in Japan, we saw the game running on a large Sony Wega monitor – great if you're into your DVDs but very unflattering to the visuals of PS2. So there did seem to be a lot of aliasing (jagged edges) on the go, but that could just be down to the shortcomings of the screen. Contacts at Square assure us that the finished graphics will be far in advance of those seen in *FF10*, and the detail seen on each of the characters was extremely impressive. That said, there does seem to be some limitation in the palettes used for the two environments we explored. Sadly, we're not in a position to say whether the spell pyrotechnics make up for this absence of colour as, being only a level one character, we didn't have the opportunity to perform any magic or summons at all.



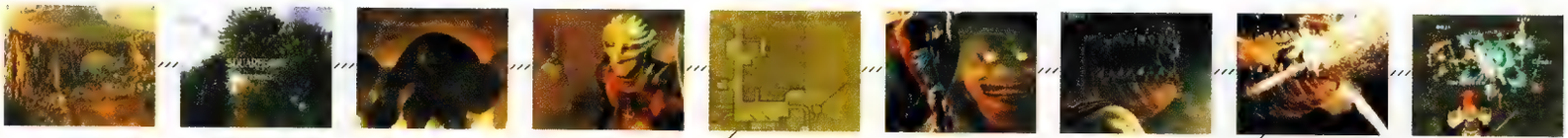
Once out in the forest you could see for a surprisingly long way and it was extremely cool to witness players fighting on a far hill. This stretching of perspective does lead to one major disadvantage as there's no limitation as to how many characters you can have on screen at any one time. Great, you might think, but at one point we ended up among a large group which significantly affected the framerate. Again this might be something that's addressed prior to launch, but it's still causing us concern.

TEAM BANDITS

The game can be played in one of three ways; as an individual, as a member of a Team with up to six players, o, as a member of an Alliance - which is a grouping of two or three Teams. Although Teams and Alliances were not available in the demo, Square promised that they'd be an essential factor in defeating the larger bosses of the game. As for the mundane mechanics of getting about, things couldn't be simpler. Walk through a door in a castle and it closes behind you. To open it again, you face it and press the action button, bringing up a targeting icon that allows you to select anything in front of you. Combat works in much the same way.

REEL LIFE

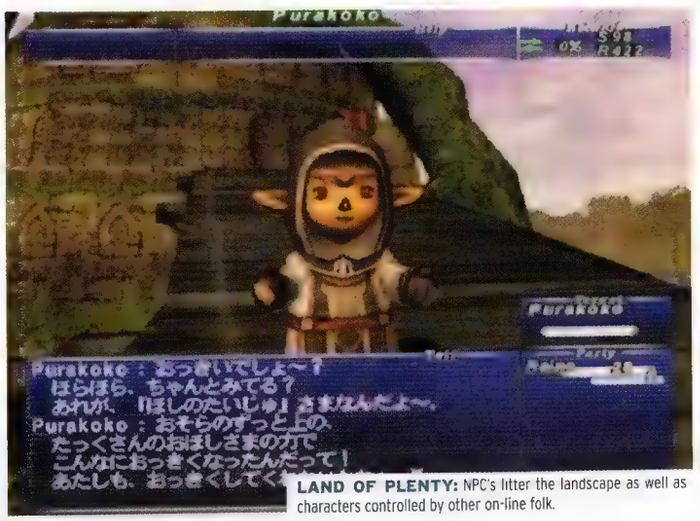
As we went to press a brand new trailer had just been released showing off some stunning CG sequences that easily rival anything we've seen in *Final Fantasy 10*. Quite how these fit into the style of play associated with massively multi-player titles remains unclear, but we'll have more for you as soon as we get hold of the finished code.



HIGHLIGHT1
A snatched shot of a map showing some airship docks. Will Cid be there?

HIGHLIGHT2
A massive cannon spitting fire. Part of the traditional epic battle sequence?

MORNING GLORY: As with *Jak and Daxter* the sun moves across the sky as day progresses into night.



LAND OF PLENTY: NPC's litter the landscape as well as characters controlled by other on-line folk.

"YOUR CHARACTER AUTOMATICALLY KEEPS UP A HAIL OF BLOWS"

Select attack and your character automatically keeps up a hail of blows until you tell it to stop or it eventually wins. To fight something, all you do is press the action key and target your prey. You then get the usual *FF* combat menu where you can either choose a plain attack or opt for an ability or an object from your inventory. If you choose a standard attack you then get to sit back and watch your character dance about the screen slashing at whatever's in its way. If you choose to use abilities instead, then everything becomes much more interactive, with menu options popping up all over the place.

ON-LINE DANCING

The original idea behind *FF11* was to have a *Final Fantasy* branded on-line game to promote Square's PlayOnline division. When PS2 was launched, the company looked to the Internet as a major source of future revenue. But two years later they've scaled down their on-line plans. So, apart from this game, there will be only two other titles for PS2 from PlayOnline – the card game from *Final Fantasy 9*, called *Tetra Master*, and possibly a version of Marjong.

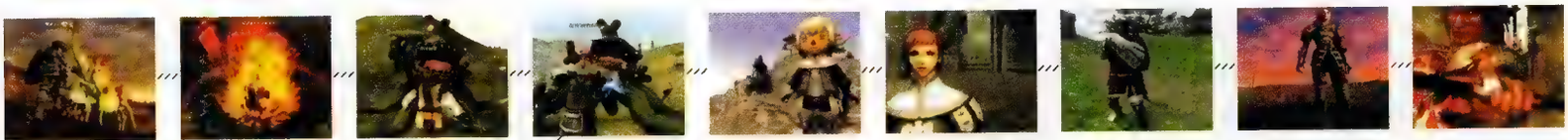
Also, due to the PC market being practically non-existent in Japan, an obvious comparison has been drawn between this and the DC's *Phantasy Star Online*. The two projects were started at roughly the same time although, due to Square's *Final Fantasy* development schedules, *PSO* will have been out for around 18 months by the time a completed *FF11* ships.

The obvious difference between the two games is their respective combat systems. *PSO* is very similar to a beat-em-up where you have full control of your character's movement and have to become adept at pulling off combos in order to succeed. The reason the game could do this was that during combat you were only ever in a team of four people. At first, the lack of control when fighting in *Final Fantasy 11* is really frustrating – when you get 20 people on screen at any one time the Internet lag makes it impossible to have direct control over your character. Let's just hope this is something that can be addressed by Square before the final code hits the shops.

So, you can see that there's plenty left in these early stages that still needs to be tinkered with, but there's also more than enough to get extremely excited about. With three separate servers planned for each territory – Japan, America and Europe – and more questions than answers coming out of the latest trailer (see Reel Life) you can see why we're busting to get at a copy of the code beyond the early test stage. **PSM2**

We're already signed up as part of FF11's beta playtest, so we'll be keeping you bang-up-to-date with the latest news on how this revolutionary game progresses. Expect new revelations next issue.

SEE SEA: Tire of the environments we've already mentioned and you can always pop down to the stunning coastline.



HIGHLIGHT3
An Elvaan attacks a tentacled beast with both sword and magical attacks.

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

SOME GAMES WE'RE MORE THAN HAPPY TO WAIT FOR, OTHERS INVOLVE A BIT OF CAT AND MOUSE.

JOEL

When an envelope containing review code flops onto the PSM2 welcome mat, there's usually an untidy mess of elbows and biting to get to it. Occasionally, this fracas ends in puzzled looks and a thick fog of suspicion. Especially if everything's in a tidy box with a manual. It never bodes well.

Some titles – *The Flintstones: Viva Rock Vegas* was a good example from last issue – are simply sneaked into shops under the cover of darkness for the simple reason that they're terrible. It's not good business for publishers to let us get to games like this and give you fair warning that you shouldn't even except it as a gift without putting up a fight. *Music Maker*'s our coaster of choice at the moment, despite it already being available to buy.

But others just leave us in a baffled mist. If you read accelerator in PSM2#18, you'd have noticed that we'd become a bit twitchy about not having seen *Max Payne*. PC mags had handed this action shooter solid reviews of diamond-studded praise – so why were Rockstar holding out on the PS2 port? Frankly, when we eventually got our hands on reviewable code, we weren't any nearer to solving this one. So do you place £40 worth of trust in a game you haven't seen? Nah. PSM2 at £3.49's a much wiser investment. Don't you think? **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** Max Payne

After earning a bit on the side with guided tours around his home-made ant farm, we've been treated to blasts from Dan's new cheap, tiny trumpet. Bugger

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footy, yawning
- **HAVING FUN WITH:** Music Maker

Not satisfied with arranging Hear'Say's new album to do a lot worse than the first one, Duncan's meddling with French foreign policy. Why can't he just leave it?

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** Headhunter

We can't turn our backs on Jonnie for a minute. No, really. Is it just coincidence that he gave us all 'amusing' target t-shirts when Santa brought him a gat?

ALEX COOKE

- **SPECIALIST IN:** Leathers
- **HAVING FUN WITH:** MotoGP 2

No idea where Alex is at the moment, but his galoshes are still resting near the umbrella stand should he decide to join us in the annual PSM2 prawn stamping

RICHARD OWEN

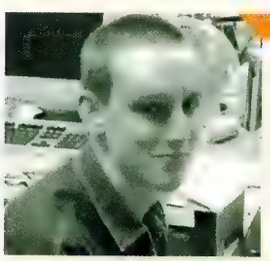
- **SPECIALIST IN:** Platformers
- **HAVING FUN WITH:** Evil Twin: Cyprien's Chronicles

This issue's been something of a mud and glass sandwich for a man who's been busy shaving all the pointy corners off his new house. *Evil Twin*'s arse, y'see.

DAVID HARRISON

- **SPECIALIST IN:** Footy, cash from chaos
- **HAVING FUN WITH:** Salt Lake City 2002

"OK. So it's *meant* to be fun... but *isn't*." Some things are easier than cheering the boy Harrison up after a disappointment Like eating your own feet. Or shrinking



JAMES WHITE

- **SPECIALIST IN:** DVDs and Wild Cherry
- **HAVING FUN WITH:** Final Fantasy: The Spirits Within

When we return James to his penthouse at Total Film, it always amazes us how he manages to get all those bolts locked before we've even left the lift. Brilliant

MAIL US NOW!

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PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch.

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›THE DEFINITIVE VERDICT フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

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BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

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A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラホノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely

›HONEST AND ACCURATE シラホノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality

›HARD-HITTING シラホカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

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OUT UK FEBRUARY 15

WIPEOUT

"SIX YEARS AGO, WIPEOUT WAS THE BLEEDING EDGE OF GAMES COOL. IT

The game that made PlayStation cool's back – but can PSone's fastest title keep up with the adolescent competition?

REVIEWER: Joel Snape

You have to move on. Six years ago, *WipEout* was the bleeding edge of games cool. It was played at the Ministry of Sound, promoted Red Bull and turned up in all those apologetically cyberpunk nightclubs that only exist in films about hackers. But that was then, when mobile phones were the size of an engineering brick and everyone still vaguely fancied Geri Halliwell. The problem is, mobiles and Geri have revamped their images, got more streamlined, changed their tunes – but *WipEout*'s still decked out in Kappa gear and larging it to the Utah Saints. And in places, it's actually *worse*.

First things first, though. It's easy to look back through nostalgia-smeared goggles, but when we cranked up *Fusion* and *WipEout 2097* (the best of the PSone trilogy) alongside each other, the difference was staggering. The courses are more detailed, those vertical drops more gut-churning than ever. The dust and sun glare – those PS2 mainstays – are easily the equal of *GT3*'s. More subtly, the garish colours of the original have been replaced by more realistic, metallic tones. But then, this is all stuff that would've impressed if *Fusion* had come out, as planned, in February 2001. It worked for *Tekken Tag* and *Ridge Racer 5* – but now, it's almost standard. We expect more.

So, bring on the second phase of *Fusion*'s bid to impress. It being 2150, the Federation's embarked on a new bid to attract viewers. For the first time, it's possible to loop-the-loop, and thanks to anti-grav flip pads on the off-planet courses, you can even race on the ceiling. Cue hilarious Lionel Ritchie references and cries of 'gimmick'. This, unfortunately, is where everything starts to go downhill.

See, rather than ignore the franchise-haters and bosh out a tweaked, shinier version of *2097*, Fusion's team have decided to mess about with the handling. But they haven't entirely succeeded, for a couple of important reasons.

Point one – the ships stick to the sides. Where the original bounced you off walls with a drop in speed and *2097* simply let you skitter along the sides, the walls in *Fusion* almost seem to have magnets in them. Ditto the force-fields. And the enemy ships. Which leads us nicely on to point two: the missiles don't work properly. Well, if you're going to split hairs, they do what they're *supposed* to – going 'fwoosh' and blowing things up – but remember how the old missiles knocked the opposition into the air, so that with perfect timing you could nip underneath? Forget it – now missiles simply stop the opposition dead. So that you crash directly into the ▶

DARK SHITTY: There's a reason F1 races take place during the daytime, and not in broody techno clubs.

RIDING THE SCRAP: The craft take damage, but it doesn't seem to affect their abilities.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Studio Liverpoo
- **PUBLISHER** Sony
- **GAME TYPE** Racing
- **PRICE** £39.99
- **EXTRAS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- 42 courses in total.
- 16 pilots with their own personalities and enemies.
- 26 weapons – including team-specific super weapons.
- Arcade, League, Elimination, Time Trial, Endurance and secret 'Zone' modes.

FUSION

WAS PLAYED AT MINISTRY OF SOUND... BUT THAT WAS THEN"

DRIVE TIME: Each of the teams starts with a secondary driver, who isn't quite as good as the primary one you earn.

CRAFT WORK

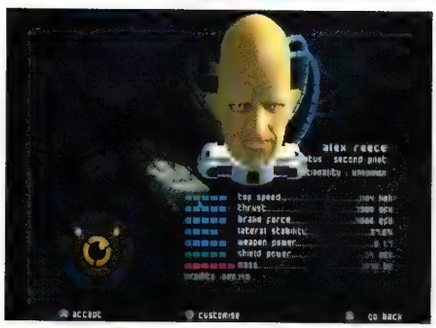
Bolt on enough bits, and your ship turns from the traditional blue and yellow cone into a grunty metal race-hog. Bash your nose against the scenery once too often and you'll put dents in the paintwork. Oddly enough, it's here that *WipEout* loses out to the largely terrible *G-Surfers* – which had smoke rising from dinged vehicles, and fires that could be extinguished by driving through water.

SCRAPPY SCRAPPY DO: The bog-standard Feisar – yellow, slow, and looking a bit knackered.

LIKE SHIP OFF A SHOVEL: The improved Feisar – grim, clunky and absolutely nails. Doesn't have the same charm, though.

▶ back of them – and stick to them. If you can see your energy bar through the red mist at this point, you'll notice that it's depleting rapidly.

Then there're the tiny alterations that just don't make sense. Instead of the big, friendly 'Autopilot Disengaging' countdown, the only warning that you're about to regain control is a quiet lady's voice lost among the dance choons. Instead of the robot voice chirping 'Missile' to warn you of incoming fire, there's just a tinnily insistent siren. You can't fire backwards any more, even though the rear view's been adapted to look like a clever static-filled camera. Most bizarrely of all, the traditional '3... 2... 1' start's been replaced with a simple 'Ready... go!', cunningly messing up the timing of the traditional press-⊗-to-boost start. It just feels a bit *wrong*.



BALD AS BRASS: The EG-R team are known for being aggressive – and for having Duncan Goodhew on their side.

"IF YOU CAN SEE YOUR ENERGY BAR THROUGH THE RED MIST AT THIS POINT, YOU'LL NOTICE THAT IT'S DEPLETING RAPIDLY"

INSIGHT

Designers Republic – the company who created the look of the PSone series – were ousted from *Fusion* by Good Technology.

The AI's been improved so that enemy drivers actually race, rather than following preset lines around the track. They can block and ram, they hold grudges, and each has their own enemies. They even make mistakes – but more of that in a minute. What the block/ram/grudge/enemy bit means is that, if you get stuck in the middle of the pack, you're effectively doomed. In the later races, it's a rarity to see more than two-thirds of the competitors finish, because they're too busy attacking (and sticking to) you to worry about their own survival. To encourage this, you're awarded points for eliminating other racers in League mode, so it's entirely possible to top the table without winning a race. This makes hitting the recharge pits a necessity, so it's a pity that their entrances are at right angles to the track – we've killed ourselves on the approach run more than once.

Still, the closing stages of a hard-fought race

FORKING HELL: Note the CPU driver that's hopelessly stuck by the barrier on the right. Stick to racing lines, eh?

TEMPLE OF GLOOM: Reckon you could make out that sign at 700mph? If not, your race is effectively over.

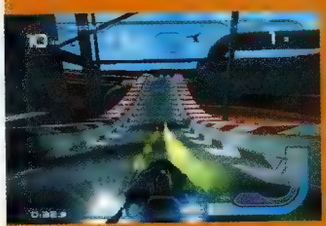
BETTY LOOP: The ships struggle on loops at first, but soar through when they've been souped up.

MISSILE COMMAND

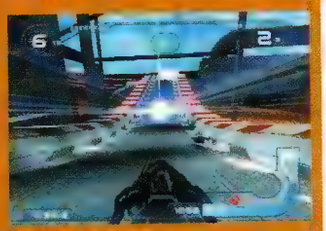
As is obligatory for hovery space racers, *WipEout Fusion*'s got a selection of vaguely futuristic weapons. Some are great, others make us want to stamp on the designers' goldfish – mainly because they don't take any skill to use and can easily ruin an otherwise flawless race. Observe, as we illustrate which are which.

MINES: Fun when you're dropping them near boost pads, less fun when you hit them. 5/10

FLAMERS: Great fun for setting fire to people, shame that it's such a rubbish effect. 7/10



ROCKETS: For some reason, they're green – and they don't seem particularly effective. 4/10



GRAVITY BOMBS: Wide-angle blast weapon that slows down everyone. 9/10

"THE CLOSING STAGES OF A HARD-FOUGHT RACE ARE ALWAYS LIP-BITINGLY DRAMATIC, AND IT'S SATISFYING TO BLOW UP A HATED RIVAL"

IMPACT POINT

The Quake – lovely effect, dumbass idea. As if missiles aren't easy enough to use, you get a weapon that takes out everyone in front of you.

PLASMA BURST: They take timing and skill to aim, but they're an instant kill. Excellent. 9/10

are always lip-bitingly dramatic, and it's satisfying to blow up a hated rival.

That pretty much sums up the appeal of *Fusion* – when you're winning, it's phenomenal fun. Onlookers coo as you glide through the pack, there's a grim pleasure in eliminating other racers, and the feeling of speed in pole position's more intense than ever. Mess up a corner, though, and it all goes to hell in a bucket. You scrape across the sticky walls, and suddenly you're being peppered with proton blasters. Your adoring public drift away, muttering something about the screen going all juddery.

The track design's equally ambitious, and equally inconsistent. There're seven, each with three increasingly different routes through them which can be raced backwards – making for a total of 42 courses. Of the eight, four are good, three have their entertaining moments and one's lit like a down-market rave. Most have short cuts and alternate routes, but here, again, the designers haven't quite been able to match their enthusiasm with results.

Case in point: you're tearing up the Alca Vexus track – a retread of the original's jungle level. Suddenly there's a fork in the track. You go down the obvious route, and without warning, crash into a steel wall. After a couple of seconds, you realise that the barrier isn't going to go up, and that you're going to have to do a U-turn and go down the other ▶

CRAFT CHEESE: *WipEout*'s ships are always the classiest, beating off *G-Surfers*' pathetic spikey tin-buckets with a stinking great stick.

IMPACT POINT

The case against multiple routes: Cubiss Float's big blue cave where the walls are a *slightly* different shade of blue from the mist you're caning it through. Prosecution rests.

"THERE'S A LOT TO RECOMMEND WIPEOUT – THE LEAGUE MODE'S HUGE, AND YOU'LL SPEND HOURS FIDDLING WITH YOUR SHIPS"

▶ path. Or you could just fling the pad away in disgust, swear loud enough to frighten everyone in the office, then sob gently for a few moments before hitting restart. No, we're not proud.

The thing is, you *could* memorise the order the barriers open up in, but that's not the point. Racing's supposed to be a test of reflex and nerve, not total recall. Incidentally, remember that bit about the AI making mistakes? We've actually *watched* computer cars take the fork mentioned above, then stop dead because they didn't know what to do next. At other moments, we've crashed straight into a lowering drawbridge, only to be confronted with some of the most appalling ship clipping ever.

GRAVITY GRAVE

In certain respects, *WipEout*'s the polar opposite of a game like *Silent Hill 2*. The *Hill*'s got a plodding control system that's redeemed by moments of genius – those parts you'll reminisce about with your mates in the pub. In contrast, *Fusion*'s generally a great laugh to play, but the only parts that you'll really remember – the only bits that are genuinely emotional – are the times you *hate* it. We've happily sat for ages playing around on Arcade mode and vamping our ship up to obscene speeds, but when the chips are down in the League and the autopilot flies you straight into a series of mines, it's all you can do not to chew off your own face. Messing around on the Challenge mode's excellent, but when you inadvertently scupper your own League chances by unlocking the Quake weapon before your shields can withstand it, you'll be ready to kill. The two-player mode's furiously competitive – but remember that bit in the Phantom Menace's pod race where Sebulba shoots Anakin with the 'Reverse Controls' blaster and he crashes into a wall? Of course you don't – because it's a *stupid idea*. They're all little things, but they all detract from your enjoyment.

There's a lot to recommend *WipEout* – the League mode's huge, and you'll spend hours fiddling with your ships and unlocking new racers.

ORBIT-UARY: Get the orbital beam, and the opposition might as well call it a day and eject before you start shooting.

While it occasionally enrages, there's still the humming engine of a game that was once the greatest thing we'd ever seen under its bonnet. But it doesn't capture the zeitgeist as it once did, and it certainly doesn't look like the future of gaming any more. It's telling that it features a remix of the Future Sound of London's ten-year-old strain *Papua New Guinea* in its soundtrack.

As comebacks go, we'd rate this one somewhere between Shaggy's new album and Keith Chegwin's pantless gameshow – successful, but slightly embarrassing at the same time. **PSM2**

WipEout Fusion flies into the shops in the middle of February.

WEDGE'S CHOICE

1 **BURNOUT**
Genuinely heart-palpitating high-speed thrills.

2 **WIPEOUT FUSION**
A poor update of an old series but still the best futuristic racer on PS2.

3 **EXTREME-G 3**
Breaking the sound barrier doesn't save this from feeling like motorbike pinball.

4 **G-SURFERS**
10,000 mph and 30fps – not a winning combo.

PSM2 VERDICT

GAMEPLAY
+ It's exhilarating, as long as you're in the lead
- At least two tracks designed by a sadistic madman

GRAPHICS
+ Crisp visuals, and most of the effects are impressive
- Horrible clipping, and night-time levels should be banned

SOUND
+ Um... the missile whoosh is quite nice
- Five-year-old dance choons. Annoying sirens

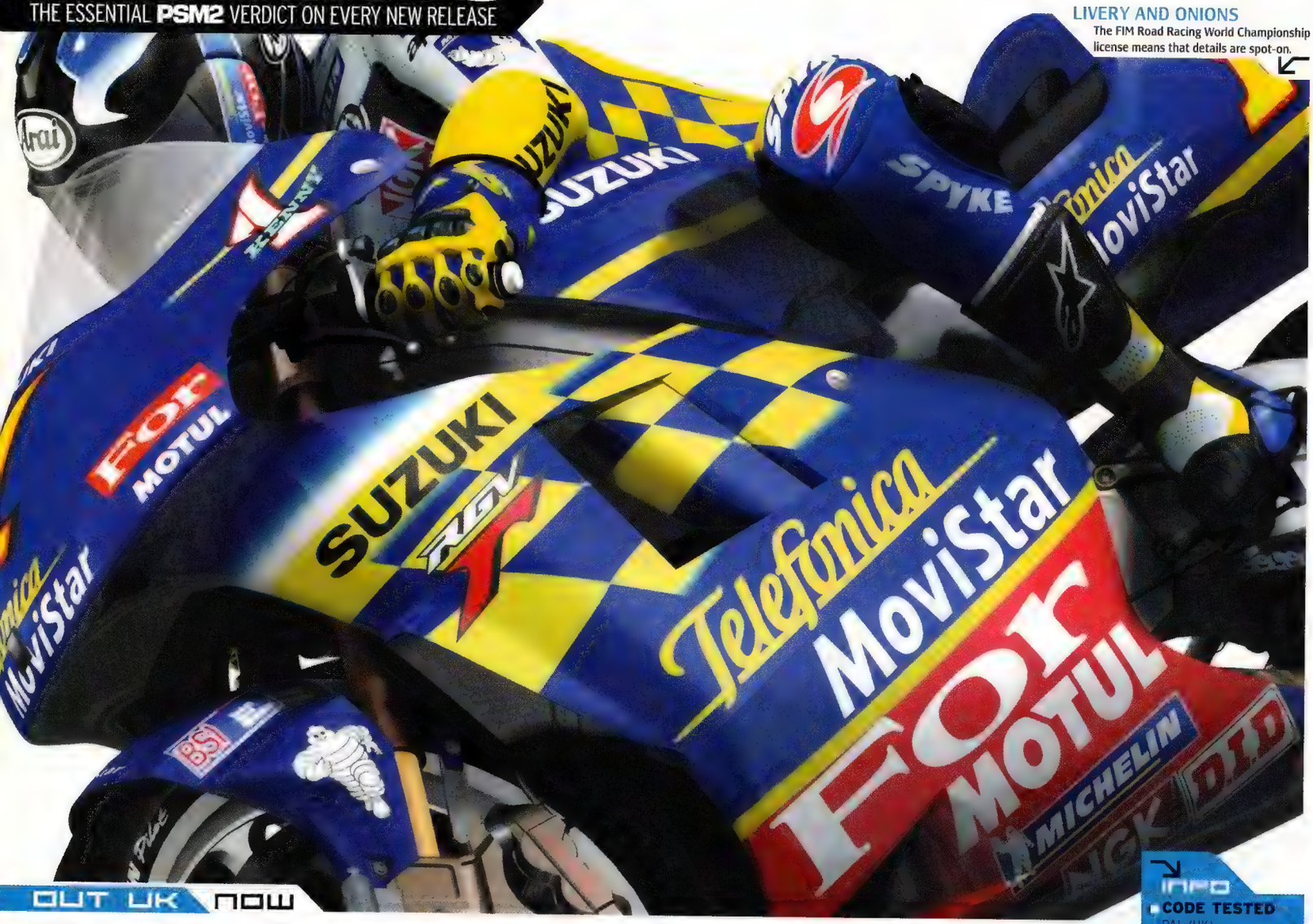
LIFESPAN
+ Involving League mode, challenges and two-player.
- You'll have to take deep breaths occasionally. No i-Link.

OVERALL
A game that's come too late to blow everyone away – PS2 already has its killer apps, relegating this to just another shiny sequel.

73

RUSTY

PlayStation
989 STUDIOS
syphon filter 3
PlayStation
GABE LOGAN IS BACK
uk.playstation.com



LIVERY AND ONIONS
The FIM Road Racing World Championship license means that details are spot-on.

OUT UK NOW

MOTO GP2

A slight return for Namco's seat-splitting racer, but don't expect an easy ride.

REVIEWER: Alex Cooke

From the mid-life preening of a silver fox attempting to recreate a mildly misspent youth astride a Honda Goldwing, to the Highway Code-flouting pizza delivery toddler on a two-stroke – the allure of motorbikes is unmistakable. Forget the safe, protective shell of the car with its home-from-home comforts, there's something exhilarating about waking an entire neighbourhood by gunning the engine at the lights and dressing up like an extra from Blake's 7. And yet in the auto-centric world of PlayStation, bikes have always been seen as second-class citizens; for every *Ridge Racer* produced, there's a *Road Rash* bringing up the rear. So who better to right that wrong than Namco with their proven track record as masters of the arcade racers?

The original *MotoGP* was one of the surprise highlights of PS2's launch. After the disappointment that was the foggy *Ridge Racer 5* and the endless delays to *GT3*, it laid down an early tread for others to follow with its smooth, open race tracks and crisp handling. In fact, its only fault was a lack of depth due to a 'money for thrills' coin-op heritage. So in this post-*GT3* world, what could be simpler that to deliver a sequel that offers everything the original did but with more tracks, more bikes and more options? Well, obviously quite a lot, because *MotoGP 2* is fatally similar to its older, shallow sibling.

In last year's version there were five game modes on offer: Arcade, Season, Time Trial, Challenge and Versus, this year there's just one more. The new addition, Legends allows you to eventually unlock some of the greatest ever riders

"THE ORIGINAL MOTOGP WAS ONE OF THE SURPRISE HIGHLIGHTS OF PS2'S LAUNCH"

INFO

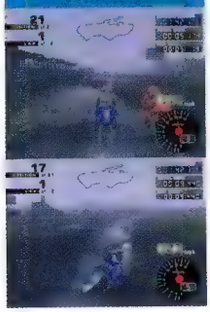
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco
- **PUBLISHER** Sony
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card.

DETAILS

- Ten Courses.
- 72 Challenges.
- Six game modes: Arcade, Season, Time Trial, Challenge, Versus, and Legends.
- The official FIM Road Racing World Championship license.
- Unlockable legends.

IMPACT POINT

After the simplicity of the single races and the Easy setting, a bike in full flow in the driving rain, with the realism cranked up is a troublesome creature. Real satisfaction only comes from mastering it.



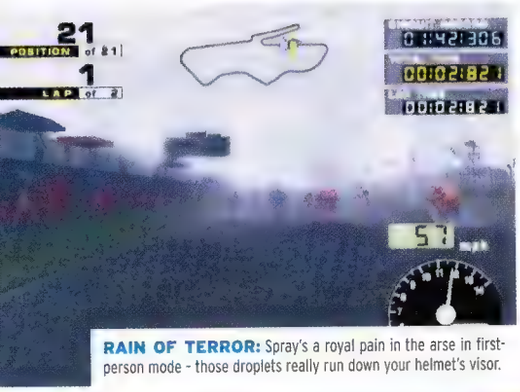
BEHIND THE TIMES: The lead rarely changes as these pro riders rarely attempt to overtake each other... or you.

and pit your wits against them in single races. Even less impressive is the Challenge mode, already a minor feature, it's been increased so that there're now 72 tasks to complete, instead of the previous 54. A worthwhile feature in a game like *Gran Turismo* where license diligence leads to new races and faster opponents, but here the rewards are collectable pictures of riders and tracks. "Swap you Biaggi for Rossi?" Pokémon it sure ain't.

But surely, the most glaring error has to be the sheer lack of tracks. No-one would even consider an F1 sim if it ignored Monaco, Silverstone or Monza, but that's exactly what *MGP2* does. So while the real riders rattle around the world, ripping up 16 tracks, we get to ride on a paltry ten. While this might well be an improvement over the original five, it's hard enough to convert any hardened automobile addicts to switch to the two-wheeled terrors.

Putting aside these numerous failings for the moment, and ignoring its predecessor, Namco have still created a highly playable title. The bikes are swift and nimble and the Arcade mode lets you tear up from the back of the grid to the podium in a carefree fashion.

"THE SIMULATION MODE APPLIES ALL THE DEMANDS OF GRAVITY, MOMENTUM AND WEATHER"



RAIN OF TERROR: Spray's a royal pain in the arse in first-person mode - those droplets really run down your helmet's visor.

If you do want a serious test, then the Simulation mode applies all the demands of gravity, momentum and weather. You can even muck with tyres and gear ratios while you work your way through the racing teams on offer, building up to the faster and more demanding works outfits. Graphically things are thankfully solid with a reliable 60fps engine under the hood, so slight clipping is the worst that you'll ever see, even in the split-screen Head-to-Head mode.

Like the recently churned out *Smuggler's Run 2*, this is a sequel that does little or nothing to add to the original experience. The mental wish list that owners of the last game might've compiled would've been filled with requests for more tracks, more types of bikes, longer careers and a full grid for the multi-player mode. What they got is a shiny new coat of paint and the chance to shell out all over again. The original might've stood out during the early days of PS2 but this is nothing but a heartless attempt to charge you £40 all over again. **PSM2**

Get those motors running. MotoGP 2 is burning into shops at this very moment.

EASY RIDER: Arcade mode allows you to floor it without worrying about the complex physics of these volatile beasts.

UNSTEADY CAM

Other games might have done replays to death but *MotoGP 2* still manages to pull off something extra with its jelly-handed camera men. Not for them the flawless shots of *GT3* – these guys lose the leader, end up out of focus and wobble as they film. Far more realistic.

ANGLE SEE: The kerb-mounted cams judder as the bikes fire past and the long-range shots are suitably wobbly. Nice detailing.

INSIGHT

- The 500cc bikes in *Moto GP 2* are vastly expensive dream machines with two stroke and three to five cylinder engines, making them the bike equivalent of F1 cars.
- British interest is maintained by Chris Walker on the Shell Advance Honda and the Donnington GP.

MR SHEEN'S CHOICE

1 **GRAN TURISMO 3**
So immersive and rewarding that complaining about minor details, like damage, would surely be churlish.

2 **MOTOGP 2**
Disappointingly familiar but a highly polished and poised effort. Head and shoulders above the rest.

3 **MOTOGP**
A smooth if limited racer that's only just eclipsed by its new brother.

PSM2 VERDICT

GAMEPLAY
+ Maddeningly realistic or arcade simplicity
- Tight and often unforgiving racing.

GRAPHICS
+ Smooth, clean and eye-wateringly bright
- A few rough edges and some clipping appear.

SOUND
+ A satisfying high-performance engine whine
- Low grade, high irritation-value techno tunes.

LIFESPAN
+ Just riding the bike in Sim mode is a challenge
- Limited tracks, views, options and motivation.

OVERALL
A few flash mods have been added since its last MOT. But scrape back the paint and you'll find the same quality game underneath.

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DERIVATIVE

OUT UK NOW

HEADHUNTER

It's a boy-meets-babe kinda thing. Actually, it's more a boy-meets-babe-meets-bike-meets-badass-streets-of-neo-LA thing. And you ask us what we're getting so excited about...

REVIEWER: Jonathan Bryant

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Amuze/Sega
- **PUBLISHER**
  Sony
- **GAME TYPE**
  Action Adventure
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card

DETAILS

- Four levels of LEILA testing.
- Standard adventuring *and* a bike-sim.

From Boba Fett to Johnny Alpha, Rick Deckard to, er... Colt Seavers there's something about bounty hunters that can't help but capture the imagination. Perhaps it's their ambiguous nature – sanctioned by the law and yet forever outside it? Then again, perhaps it's because they always get the coolest toys to play with.

Sega's man, Jack, is everything he needs to be to include himself in this league of antiheroes – dark, moody, mysterious and tooled up to his itchy chin. Spend more than five minutes in his company and you instinctively know you're in for a long twisting ride of revelation and double cross. Exactly the kind of thing you'd expect from a major Japanese code house. So why are we still surprised at how much fun *Headhunter* is to play?

Ignore the Sega stamp of quality, pull the game into its constituent parts and you'd be forgiven for thinking that this should be languishing down with the 40-somethings in the verdict box. It's a derivative mishmash of ideas lifted from a diverse range of influences, but the way they've all been stitched together is deeply impressive.

Yes, you can trace the 'arse against the wall' move to *Operation Winback*, the puzzle elements to any of the *Resi* titles, the VR training missions to *MGS*... the list goes on. Even the seemingly original bike scenes can be thought of as a bolt-on section much like underwater moments of *Devil*

ONLY SKIDDING: Our attempt to recreate the Olympic symbol purely with the power of doughnuts fails miserably.

AIN'T NO STOPPING US NOW: Red lights, on-coming traffic... The only thing that halts Jack are toll booths.

May Cry, if – and here's the kicker – they hadn't been done as well as they have. Over-rev the motorcycle, for example, and you'll pop a wheelie, your front forks jumping about the road like things possessed, your wheels screeching towards the nearest curb. Then you realise it's all about squeezing the throttle, relishing how responsive the analogue controls are and easing yourself up to beard-melting 200kph.

Here, as with every other discipline of the game, you have to nail it in order to progress. Bimble about within the speed limit and you'll never earn enough experience points to open up the next section of the city. Fail the latest LEILA (Law Enforcement Intelligence and License Approval) VR mission and that's it, nothing for you to do but try again. Linear it may be, but it creates a pathway strewn with obstacles that you feel compelled to overcome. Then, when you finally stand there basking in momentary glory, the game refuses to let you down, rewarding you binds the whole thing together. It's almost like another reward system as you get recognition for your actions in the news bulletins delivered by the ever smiley Kate Glosse and Bill Waverly. A simple device, but it really does create the idea of a bigger world revolving outside Jack Wade's field of

INSIGHT

Head over to *www.anticrimenetwork.com* and you get a chance to listen to the game's music, take the LEILA tests yourself via some on-line mini-games, find out some behind-the-scenes secrets and win a Casio wrist TV like Jack's.

"THERE'S THE CONSTANT INFLUENCE OF PAUL VERHOEVEN'S FILMS, OBVIOUS IN EVERY CUT-SCENE, THAT BINDS THE WHOLE THING TOGETHER"

instead with more impressive hardware and essential bulletproof togs.

Take the puzzles as another example of how tightly all the different elements sit together. They may be the usual round of the right things in their proper place, but the game never spoon feeds you the answer. There's even one instance where you have to guess what the other side of a broken combination is. It's a symmetrical solution but you're never told that outright, while, at the same time, you're aware that completion isn't going to be so difficult that it ultimately frustrates.

There's also the constant influence of Paul Verhoeven's films, obvious in every cut-scene, that experience. Unfortunately, it's an experience that has three areas where Sega's consummate skill at weaving elements together begins to unravel.

WATER DEFECTS

Sit back, take a long, hard look at the visuals and you'd be right in thinking that everything's way too bright and breezy for a game with a plot as dark as this. Smuggled organs removed from flood victims, the rise of hi-tech organised crime... None of this really gets conveyed in the bold colours and flat textures that have been ported over intact from the DC version. Even the Wolfpack bikers – the first gang Jack gets to take down – look like ▶

SCREEN BURN: One nice feature is that certain items in the game environment can be targeted. No reason... it's just good fun.

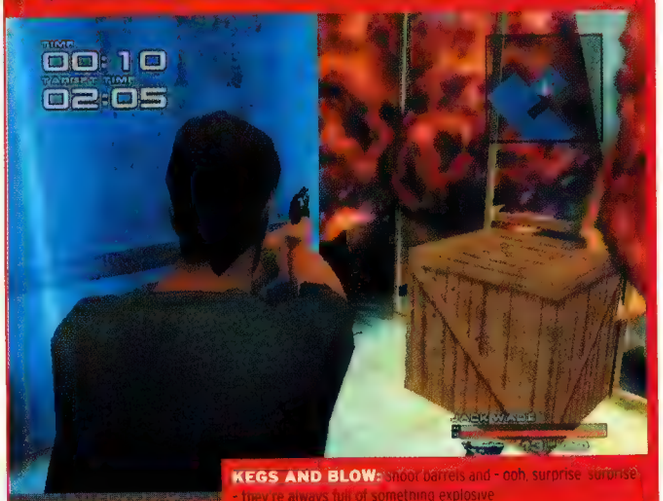
WORK FOR IT: *Headhunter*'s puzzles actually require a bit of lateral thinking for a change. It's not all blocks and slots

LEILA YOUR HANDS ON

Training's not something tagged onto the front of *Headhunter*, it's an integral part of character development that opens up new and more effective equipment with every visit to the VR facility. Upgrades are as essential as a loaded shooter.

BIG BIRD: As with Solid Snake's com link, Jack gets updates via his smart Casio wrist watch.

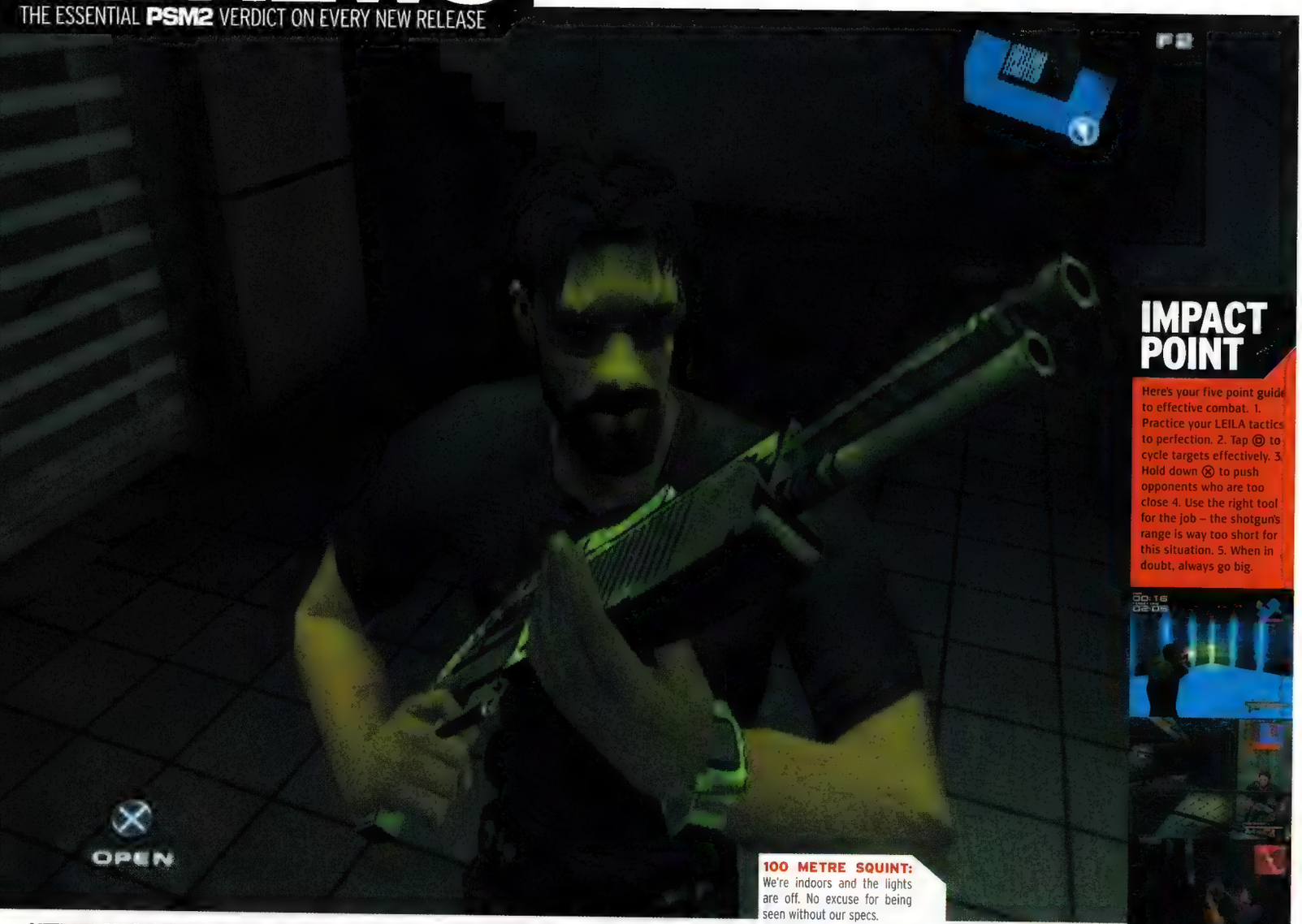
COCKING CHAIR: Take a seat and you can try all Jack's kit without getting hurt



KEGS AND BLOW: Shoot barrels and - ooh, surprise surprise - they're always full of something explosive

SWAT TEAM: Getting straight As isn't essential [illegible] but it is incredibly satisfying.

LOCKER BOOM: Your reward for [illegible] shotgun. Mmmm



100 METRE SQUINT: We're indoors and the lights are off. No excuse for being seen without our specs.

IMPACT POINT

Here's your five point guide to effective combat. 1. Practice your LEILA tactics to perfection. 2. Tap ◎ to cycle targets effectively. 3. Hold down ⊗ to push opponents who are too close 4. Use the right tool for the job – the shotgun's range is way too short for this situation. 5. When in doubt, always go big.

"THE WOLFPACK BIKERS – THE FIRST GANG JACK TAKES DOWN – LOOK LIKE THEY'VE JUST HAD THEIR BANDANNAS WASHED AND IRONED BY THEIR MUMS"

INSIGHT

We don't want to give too much away, but there's something about Jack Wade's boss, Angela Stern. Would you like to know more? Then pop over to Amuze's Swedish home page and have a look at the 'case studies' section – *www.amuze.com*.

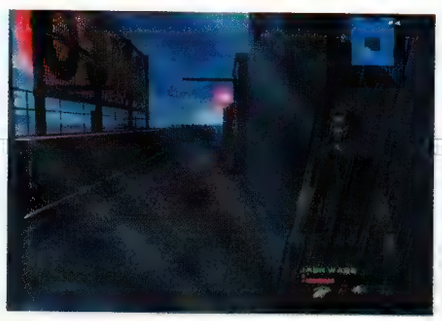
they've just had their bandannas washed and ironed by their mums. It's clean, it's fresh and, ultimately, it's a bit sterile. The first boss battle with Grey Wolf on top of a rain-swept roof is a perfect case in point. The rain effects, although convincing when bouncing off our man's shoulders, are extremely basic and, if it wasn't for an obvious sound effect hissing away in your ears, you could easily mistake them for an errant scrawl of TV interference.

The second disappointment's the fact that the world isn't as big as it first appears. Sure, giving you a bike to play with instantly creates an illusion of space, but get off it and you're into a land of boxy environments with double-backs lurking around every corner. You don't really mind the leg work, though, because of the size of the levels – but you can't help feel that you cross the same ground once too often.

Finally, we've had our problems with an aiming system continually hampered by a camera that doesn't give you a free look. Usually combat is a barrel of rolls, pop-up opportunities and quick-change weaponry (see Impact Point), but at times it's an agony of trying to find a decent perspective so you can actually see your next available target. Not a heinous game crime in its own right, but it's enough – along with the bleached-clean looks and cramped levels – to knock this out of the realms of *Devil May Cry*.

However, as far as icy heroes with an overdose of gun metal kudos goes, Jack's up there with Akechi and *GTA3*'s man with no name. Now if we can just locate the 'use Gillette' option we'll be ecstatic. **PSM2**

Jack Wade'll be bunny punching gangster grans in the January sales alongside Ecco *and* Rez.



TERRIBLE WEATHER: The rain effects only appear in one of the early scenes, but they're extremely disappointing.

SNEAKER PIMPS: Use the Scorpion Neurostunner and the game goes stealth heavy. Hmmm... nice *Metal Gear* touch.

CHUCK'S CHOICE

1 **GRAND THEFT AUTO 3**
Gives you the impression you can go anywhere and do anything.

2 **HEADHUNTER**
Skulking, explosive and tricky. The level's aren't as big as they seem.

3 **OPERATION WINBACK**
Crates and combat combine for more goon-erasing action. Rubbish plot, though.

PSM2 VERDICT

GAMEPLAY
+ Sega pull off the combo of action and biking with aplomb.
– No Free Look mode makes battle a chore at times

GRAPHICS
+ Hugely detailed environments stuffed with detail.
– Everything's too bold and clean for our liking.

SOUND
+ An epic score that gets you excited even when you're standing still
– Crashes on the bike sections sound more like a shopping trolley

LIFESPAN
+ Get involved in the LEILA tests and watch those hours fly.
– It's linear – so walkthroughs will kill it within hours.

OVERALL
What could've been a mess surpasses its flaws and evolves into an action adventure of Hollywood proportions.

81

HAIRY

www.jak&daxter.co.uk

DEJECTED, HERCULES AWOKE...

...ONE DAY TO FIND THERE WERE NO BEAUTIES IN HIS BED. HE WAS NO LONGER THE OBJECT OF PUBLIC AFFECTION. PEOPLE WERE NOT GATHERED OUTSIDE HIS DOOR. HE CURSED THAT NEW HEROIC DUO, JAK AND DAXTER. IN SOME WAY THEY WERE RESPONSIBLE, THEM AND THEIR MAD QUEST TO SAVE THE WORLD. AND WITH THAT, HE WENT BACK TO BED. THERE SEEMED LITTLE POINT IN EVER LEAVING THE FLAT AGAIN.

THE END.

TIME FOR A NEW LEGEND.

PlayStation.2
THE THIRD PLACE

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OUT UK now

MONSTERS, INC.

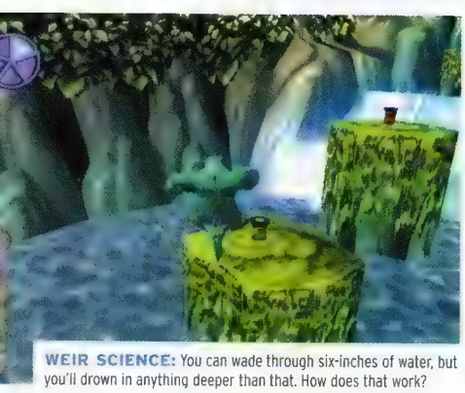
Ever had the feeling there was something lurking under your bed that wasn't your trainers? Well, you're not alone... **REVIEWER:** David Harrison

Disney films aren't just released, they're detonated. Even if you don't care about the film or despise Uncle Walt, you can't avoid being caught up in the shockwave or being showered with the merchandising shrapnel. And, unfortunately, PS2 owners are guaranteed to be in the firing line – you can expect spin-off game versions of every junior blockbuster from now until doomsday.

The film here is Monsters, Inc which is the latest CGI feature length effort from Toy Story creators, Pixar. It centres around two monster buddies, the furry Sulley (voiced by John Goodman) and the walking eye, Mike (Billy Crystal), both employees of the child-traumatising company. Their job is to visit the human world at night and scare the b'jaysus out of young tykes, absorbing the energy given off by their screams and goose bumps which the monster universe then uses as an alternative to electricity. While the movie plot's a tale of intrigue and conspiracy, the game's a prequel which follows Mike and Sulley as they're put through their paces in the Monsters, Inc training facility on Scare Island. Their challenge is to enter the various levels of a simulated 'real world' to find and scare robotic kids called Nerves.

To successfully frighten a Nerve, you have to collect enough primordial ooze and use a combination of scares to set up a finishing move. Essentially it's tapping the correct action button when prompted, and this turns out to be the highlight of a fairly pedestrian platformer, as Mike and Sulley's scaring method are quite funny.

"WHO SAYS THAT ANYBODY WHO HASN'T BEEN THROUGH PUBERTY CAN'T HANDLE THE INTENSITY OF A PROPERLY CONCEIVED GAMING EXPERIENCE?"



WEIR SCIENCE: You can wade through six-inches of water, but you'll drown in anything deeper than that. How does that work?

Sadly, when you've seen the five or six different finishing moves once, the illusion's shattered and the whole scaring process – the aim of the game – becomes repetitive and dull. What you're left with is a platformer that tries to makes up for its lack of craft by splattering each level with layer upon layer of pick-ups. Consequently, the game's as much fun as picking up litter.

The feeling you get while playing's an overwhelming lack of ambition on the part of the developers. It kinda works – the graphics are fine, the levels are mediocre and the control system's adequate. It's not criminal, it's not offensive; it's just average to the extreme and has as much impact as being run over by a Penny Racer.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Disney Interactive
- **PUBLISHER** Sony
- **GAME TYPE** Platformer
- **PRICE** £40
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

PlayStation 2

DETAILS

- Play as either Mike or Sulley.
- Five environments: Desert, Jungle, Snow-Capped Mountains, The City and the Monsters, Inc Academy.
- 15 levels.
- 45 medals.
- Unlockable Monster Pursuit mode.
- Three Monster Enhancements: Speed Boost, Trampoline and Flingshot.

SO VERY SULLEY: The big furball's got a couple of ace finishes, most of which involve being creative with a paper bag.

MIKE CONTROL 'ER: His spin attack's quite useful, but he's not particularly scary - his best move involves poking himself in the eye.

Monsters, Inc follows the idea that games aimed at kids should be semi-experiences – half-baked, primary-coloured cartoon tie-ins that a monkey could finish in an afternoon. Who says that anybody who hasn't been through puberty can't handle the intensity of a properly conceived gaming experience? It's a subtle discrimination that only happens in the gaming world – they might get smaller portions in a Happy Meal, but at least they get a toy.

MONSTER MISHMASH

The saving grace here is the strength of the source material. Some of the sardonic humour and wit has actually rubbed off on the game – like the croaky, sarcastic narration that takes you through the Orientation Level. But it's only when the gameplay makes way for cut-scenes from the film that it actually starts to entertain.

In fact, the whole thing works best as a drawn out trailer for a movie that manages to appeal to kids without patronising them. A lesson some games developers could do with making a note of, rather than drawing around the 'lame-platformer' template every time they have to bang out a cartoon license. **PSM2**

Monsters, Inc comes out before the film – so if you don't want to spoil it, wait until February

INSIGHT

In the film, Randall Boggs, voiced by Steve Buscemi, threatens to throw one of his co-workers into a wood chipper – a fate that befalls Buscemi's character, Carl Showalter, in Fargo.

WALT'S CHOICE

1. **JAK AND DAXTER** Bursting with bubbly graphics, expansive levels and devilishly tricky gameplay.
2. **FREAKOUT** Innovative but shallow hub platformer that retains its charm despite some serious gameplay.
3. **MONSTERS, INC.** Playable and inoffensive but also almighty insipid. Tame for a Laugh, Bland on the Run.

PSM2 VERDICT

GAMEPLAY
+ Some crafty level design that makes good use of limited space.
- Severely undernourished in terms of variety.

GRAPHICS
+ Some slick animation for both the main characters.
- Very plain. Makes no attempt to do anything interesting.

SOUND
+ Mike's 'scary' noises are entertainingly feeble.
- The constant music's as pleasant as tinnitus

LIFESPAN
+ Every level has to be revisited to complete the game.
- You'll zip through the challenges far too quickly.

OVERALL
A toothless and immensely forgettable platformer that fails to do justice to its subject matter. Cunning use of cut-scenes don't make a decent game.

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FRIGHTENING

OUT UK FEBRUARY 08

CENTRE COURT HARDHITTER

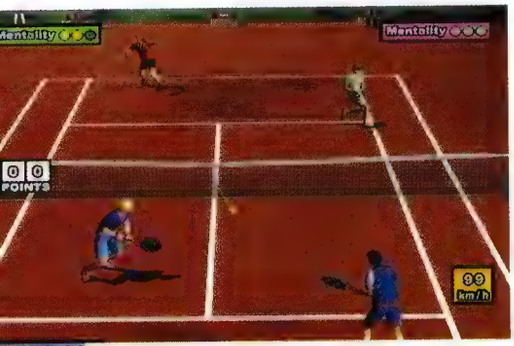
Fresh strawberries please Midas. Oh, and rustle up a decent tennis sim while you're at it.

Let's not fool ourselves. Developers Magical Company have taken a long, hard look at everything that made *Virtua Tennis* great, and ripped it off – sorry, *paid homage to*. They've done an incredibly decent job at imitating the quick-fire intensity of the Sega original. Plug in a MultiTap, grab three mates, split into two teams and prepare to be at each other's throats within seconds.

Coming in a tenner shy of the majority of titles, it should offer an attractive diversion for anyone awaiting the arrival of *Virtua Tennis 2002*. When we say attractive, you realise what we actually mean is appealing to tennis fans. The visuals are solid and the animations adequate, but they're a far shout from the what we know PS2's capable of.

If you're without a MultiTap, or even another pad, you'll feel short-changed. With only four modes and just a single Training level it's shallow to say the least. Even the shallow player edit mode can't detract from the fact that you'll only use the main game as a means of honing your skills in preparation for the next bout of multi-play madness.

That said, handling's reasonably subtle, allowing the player to mix lobs with drop shots and smashes, although targeting your serves is like steering a barge of lard. Shunt the Analogue over too far in either direction and you'll end up in a horror of double faults. What you have to do is balance it between 'upright' and 'hard over' to come anywhere near pulling off an ace. Get it right though and the splutters from the opposition is reward enough. It's a gut-punching moment of evil joy, but one that you can only get if you're banging knees with a fellow human. **PSM2**



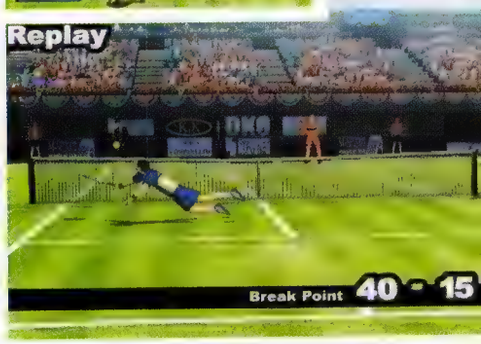
DOUBLE JEOPARDY: There're plenty of opportunities to either let a mate or the CPU get in your way and ruin your game.

INFO

- **DEVELOPER** Magical Company
- **PUBLISHER** Midas
- **GAME TYPE** Sports Sim
- **PRICE** £29.99

DETAILS

- Eight players to pick plus a rudimentary Create-A-Character mode.
- 30 levels of training.
- Four types of play surface: hard, clay, lawn and indoor.
- Five levels of CPU player skill.



NET GAIN: It's extremely satisfying to pull off a point-winning shot out of thin air. Especially if it's against serve and spectacular.

We've had plenty of fun with this once the MultiTap was banged in, but as a one-on-one experience there wasn't enough to keep us glued to the pad for anything more than one set.

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DEUCE

OUT UK NOW

18 WHEELER

Big hit in the arcade, but a face-down flop on DC. Doesn't bode particularly well for this PS2 port, then...

Fortunately for us *18 Wheeler* doesn't take place in Britain. Climbing into your monster rig, then sitting gridlocked among the most congested roads in Europe doesn't sound like the most appealing of games.

Nope, here the name of the game is to get your rig and its cargo from one side of the US of A to the other. Sadly, arriving at your destination within a strict time limit is all that's required, avoiding the fuzz or having an orang-utan for a co- pilot is strictly for the movies.

While getting behind the wheel of a shunting great truck certainly has a definite appeal, it really doesn't last very long. Driving a motor with all the acceleration of a sloth-powered dog sleigh, not to mention the turning circle of an oversized paddle steamer, is never really going to make for a thrill-packed experience.

PORT AND STILTON

While it may be fun for a quick blast in the arcade, *18 Wheeler* just doesn't cut it at home. Stripped of its ludicrous steering wheel and glitzy cabinet this is one driving experience we can do without. Even the comedy dashboard physics can't disguise the fact that even a rental might offend. **PSM2**

OVERALL

Simplistic, one dimensional and dull, this arcade game should have stayed put rather than hauling itself over here.

36

TRUCKED OFF

WHEELY BORED: Beating your rival to your destination attempts to liven things up... but fails horribly.

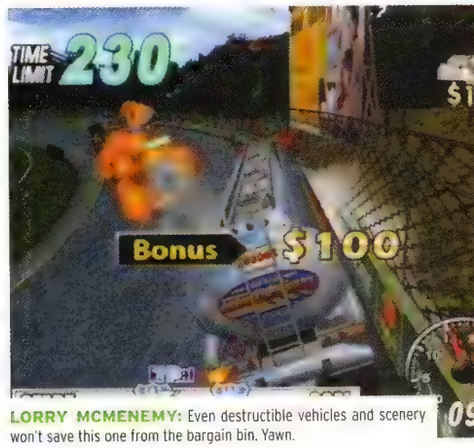
INFO

- **DEVELOPER** Sega
- **PUBLISHER** Acclaim
- **GAME TYPE** Driving
- **PRICE** £39.99

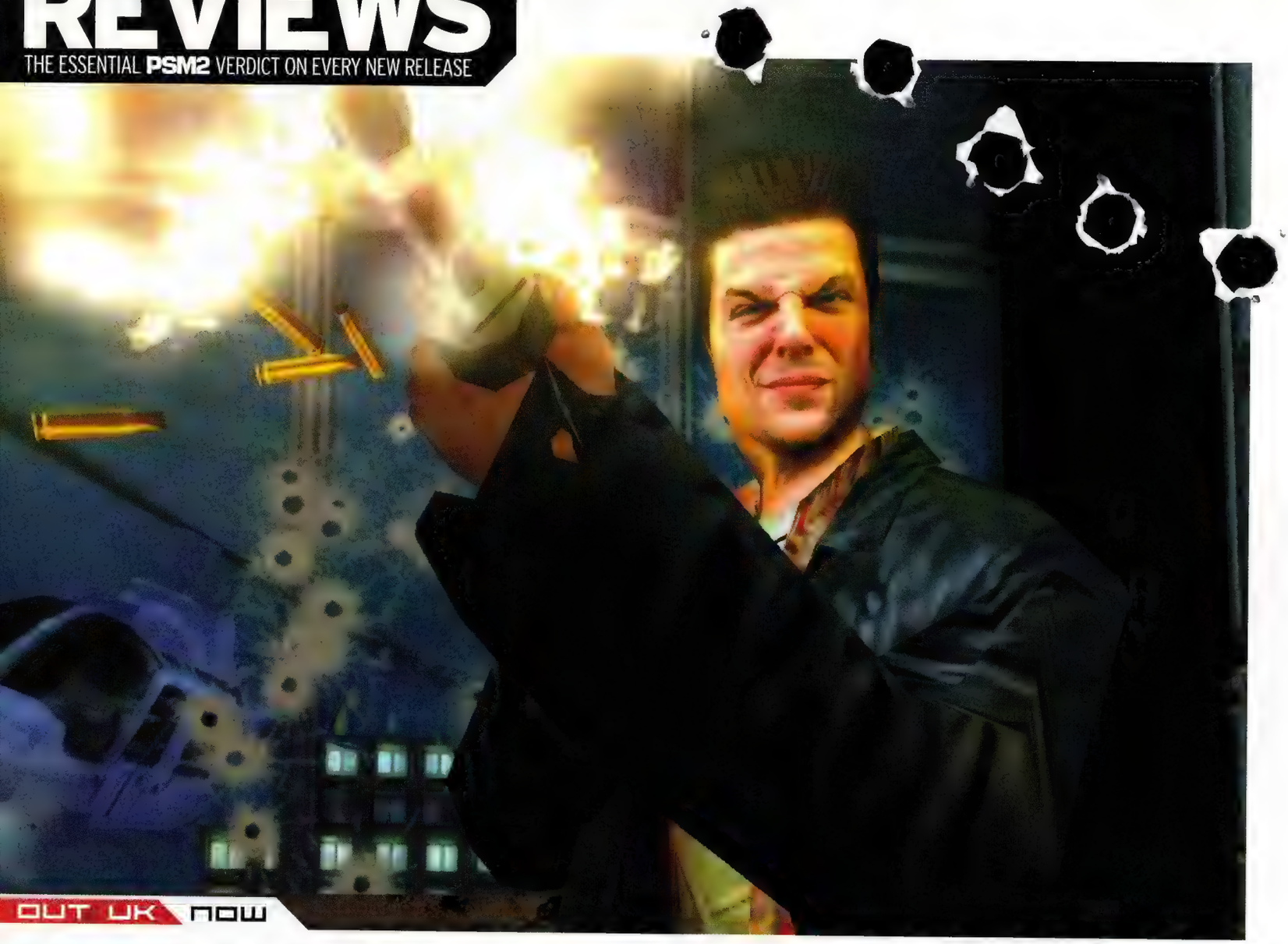
DETAILS

- Arcade, Parking, Two-player and Score Attack modes
- Four rigs to drive

PETER PARKER: Parallel parking wasn't designed to be fun. Here, though, this mini-game is the most interesting part.



LORRY MCMENEMY: Even destructible vehicles and scenery won't save this one from the bargain bin. Yawn.



OUT UK now

MAX PAYNE

3D Realms have made noir cool again. But you can't sell an entire game on the strength of two camera effects. Can you? **REVIEWER:** Daniel Dawkins

VERTIGO RISING: See how he's got one foot on the beam and one resting on thin air? The balance sections are a joy. Tch.

HOUSE OF PAYNE: Overturned cribs, ceaseless crying and endless corridors - Max's Dream House isn't as welcoming as Barbie's.

With the right camera crew, lighting and special effects, it's tempting to think that everything you do could look cool. That late night beer-induced tumble into a set of bins? Captured in Gap-ad slow-mo with a rotating camera and a bit of motion blur, you'd look like the cutting edge of neo-futurist cool. Probably. Anyway, it's an idea that 3D Realms have taken to heart – the selling point you're certain to have heard about is *Max Payne*'s Matrix-style bullet-time. But it worked in the The Matrix because it only happened once or twice. Surely the appeal's going to wear off after the 600th time?

To begin with, we thought it wasn't going to matter – at first, *Max Payne* looks *terrible*. Take 2 wouldn't send us review code before the game hit the shops – and loading it up, we could see why. The framerate's sporadically jerky, the textures aren't that impressive and Max's head occasionally goes clean through the scenery.

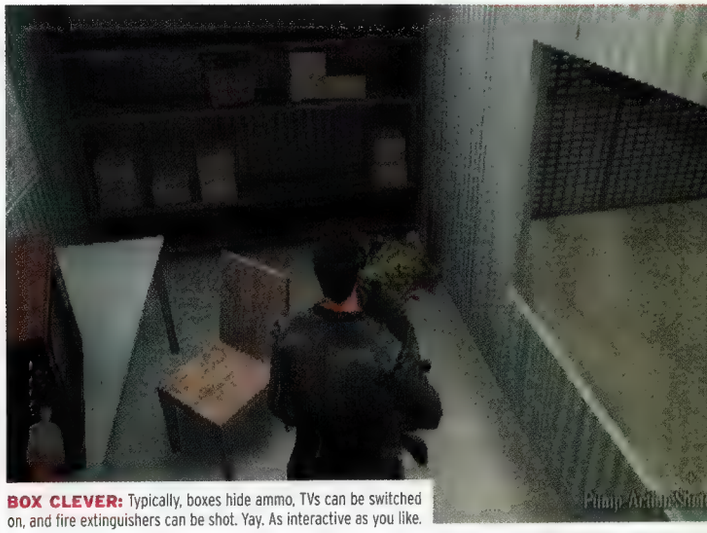
INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** 3D Realms
- **PUBLISHER** Take 2
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS**

DETAILS

- Three 'Chapters'.
- Four difficulty levels.
- 15 weapons.

JUMP AROUND: Max has three types of dive - the side's best with twin Berettas, while the backwards roll looks cool with grenades.

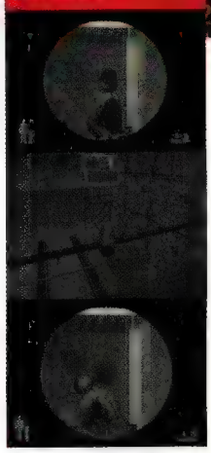


BOX CLEVER: Typically, boxes hide ammo, TVs can be switched on, and fire extinguishers can be shot. Yay. As interactive as you like.

FLAME GRILLED COPPER: Touch that girder, or the red bits of floor, or the flames, and you die. Then it's another minute of loading.

IMPACT POINT

Score a hit with the sniper rifle, and you're given a behind-the-bullet view – then it whooshes up to their head and pulls back to the scope view just in time to catch the arterial spray. Lovely.



"LET RIP WITH TWIN BERETTAS, AND EVERY BAD GUY'S DEAD BEFORE THE FIRST SHELL CASE CLATTERS TO THE FLOOR. BEAUTIFUL"

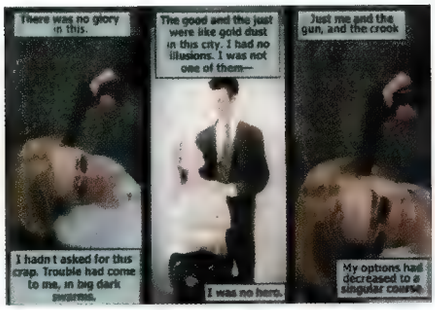

There was no glory in this.
The good and the just were like gold dust in this city. I had no illusions. I was not one of them—
Just me and the gun, and the crook
I hadn't asked for this crap. Trouble had come to me, in big dark swarms.
I was no hero.
My options had decreased to a singular course.

PHOTO FINISH: Vaseline-smeared photo-stories ruin a lot of the atmosphere - although they lead to a clever moment later on.

Occasionally, the game tends to run as if it's on a PC that isn't *quite* high-spec enough to handle it. But then, suddenly, it starts to work.

The control system's the FPS-standard left-stick-move, right-stick-look combination. Press SELECT while you're standing still, and the screen goes into normal slow-motion, The key is, Max doesn't *move* any faster than the bad guys, but he can still *aim* at normal speed, so it's possible to shoot with superhuman accuracy. After a couple of bungled attempts, the bullet-time finally works properly – you dive out from your hiding place, let rip with twin Berettas, and every bad guy's dead before the first shell case clatters to the floor. Beautiful.

MUZZLE TOFF

The plot's advanced via a combination of cut-scenes using the game engine (during action sequences) and comic-strip photo-story (in the dialogue-driven bits). Presumably it's a time-saving device, but the comic book approach is more Dear Deidre than Sin City. More successful are attempts to make the narrative work through the game itself, *Half-Life*-style. Sneak within earshot of the mobsters, and you'll hear them chatting about their attack strategy, their favourite films – and listen out for the one who calls his gun 'Dick Justice'. In the game's most chilling sequences, you're forced to play through nightmarish flashbacks to the murder of Max's family – easily on a par with *Silent Hill 2*. In other places, it tries desperately to be 'gritty' and 'adult' – meaning that it's full of pimps, hookers, junkies, and gore. It's also a rip-off of every classic shooter of recent years. The Usual Suspects' dockside sniping, The Matrix's subway showdown – even The Killer's dove-filled church turn up. Sometimes it reeks of student gangster-flick – the references to John Woo and Keyzer Soze are just a bit *too* self-consciously post-modern to work. Less overt homages work better – like the scene where you walk into an empty room, only to hear whistling coming from the toilet, then blow away a goon with the Uzi he's carelessly left outside.

INSIGHT

- You might recognise Max's voice – actor James McCaffrey also played Roy in Janeane Garfalo rom-com The Truth About Cats And Dogs.
- In the first chapter, there's a secret room containing a corpse with a stake through it – and the word 'Buff' scrawled in blood on the wall...
- 3D Realms were the team behind *Duke Nukem 3D*.

Does it get bit repetitive? Occasionally. Where *Devil May Cry* has Marionettes, Blades and Phantoms with distinctive attack patterns, *Max Payne*'s only got progressively harder humans with guns. Eventually, they'll start diving around, but they're never that bright.

There's an attempt to inject a bit of variety, but it's ruined by the epileptically twitchy controls. However gently you nudge the Analogue stick, there's no way to walk, which makes tiptoeing along narrow ledges and hurdling rooftops a chore. Similarly, the maze sections reward failure with instant death.

The thing is, maybe it's a searing indictment of our gun-obsessed culture or something, but the bullet-time effect really *doesn't* get boring. Several hundred corpses in, it's still disturbing satisfying. Towards the end, the plot gets involving enough to make even the dreadful photo storytelling bearable. While the game's short – about seven hours gameplay – there's plenty of replay value in the hard/time attack modes. If you've ever pretended to be Chow Yun Fat with a pair of spud-guns, you're going to be in high-calibre heaven. **PSM2**

Take 2 were worried enough to sneak Max Payne *into the shops before sending us a copy.*

EXIT WOUNDS: Some bad guy deaths trigger spectacular close-ups - you can actually see bullets pierce skin in slow-mo. Cool.

MAX BOYCE'S CHOICE

1 **GRAND THEFT AUTO 3**
Max Payne, except with limitless scope, cars to nick and pedestrians to mug.

2 **DEVIL MAY CRY**
Twin-gun action as an artform – with hefty chunks of slashy sword action to relieve the shooty monotony.

3 **MAX PAYNE**
If only the physics worked better, this could've been the best action shooter on PS2.

PSM2 VERDICT

GAMEPLAY
+ Bullet-time works beautifully
- Teetering along snow-covered pipes and beams doesn't

GRAPHICS
+ The set-piece camera work's excellent
- The clipping's absolutely shocking.

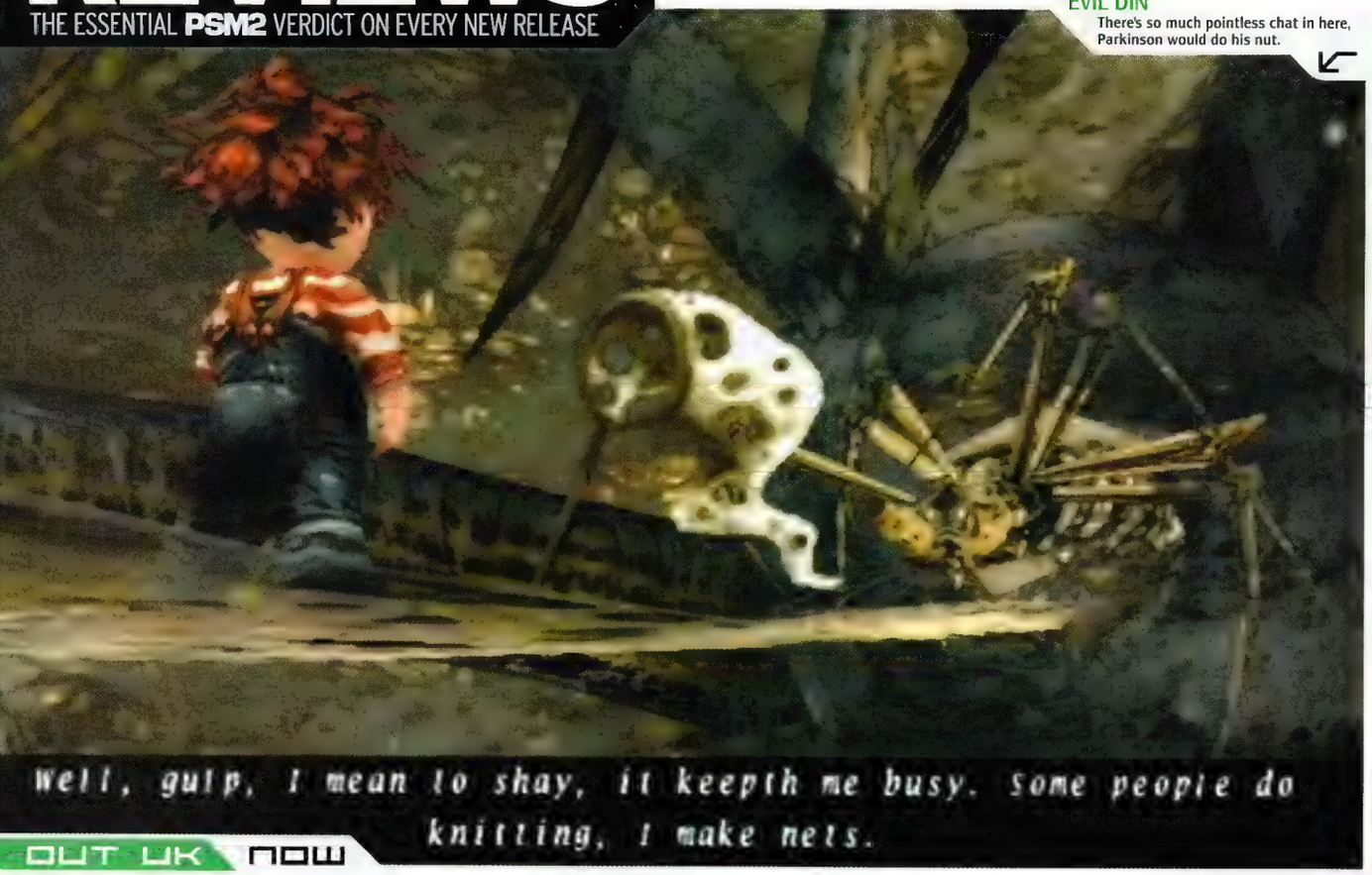
SOUND
+ The slooooow yells and shots in bullet-time are fantastic
- The mobsters' whistling's absolutely ear-splitting

LIFESPAN
+ Lots of replay value and hidden stuff to tinker with.
- The game itself only takes about seven hours.

OVERALL
Stylish, dark and violent – the equivalent of a fantastic action film marred only by oversights and occasionally ropey graphics.

82

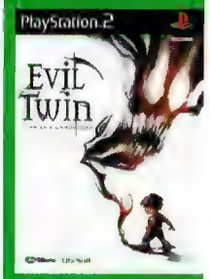
HARD BOILED



EVIL DIN
There's so much pointless chat in here, Parkinson would do his nut.

OUT UK now

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** In Utero
- **PUBLISHER** Ub Soft
- **GAME TYPE** Platform
- **PRICE** £40
- **ESSENTIALS** 1 player, DualShock 2, Memory Card, An incredibly tolerant and forg'ving nature



DETAILS
- Eight dingy worlds to explore, containing over 76 levels.
- Over 100 NPC's to pointlessly converse with.
- 90 minutes of humdrum cinematics.

EVIL TWIN: CYPRIEN'S CHRONICLES

Kids, eh? They paint their walls black, they're awkward and talk nonsense.

REVIEWER: Richard Owen

Videogames can turn out to be dogs for lots of reasons. Costs, time constraints and poor programming can all play a part, but sometimes a game turns out to have simply lost its way. It's not that Evil Twin's a bad idea – a platform adventure set within a dark fantasy world is as good a basis for a game as any. It's such a good idea, that this nearly became an animated series, until some bright spark decided it'd make a great gaming experience. Cheers, mate.

The underlying problem seems to be that its developers got so wrapped up in dreaming up the strange characters inhabiting their universe, they seem to have totally ignored everything else.

Just about every platforming faux pas imaginable's committed right from the word go. Blind leaps of faith, instant death for wrong moves and pixel perfect jumping. Christ on a bike. Chuck in a game camera that almost always provides the least helpful view and you'll be tearing your hair out from the roots within a few short minutes of play.

If, for some reason, you decide to persevere and continue with the torture, your reward's an impenetrable, convoluted plot that makes barking-all sense from start to finish. Most of the lead character Cyprien's tale is told through a series of incredibly drawn out and pointless conversations, at the end of which you're generally not only still left wondering just what the hell's going on, but you'll be blubbing great tears of boredom too.

"BLIND LEAPS OF FAITH, INSTANT DEATH FOR WRONG MOVES AND PIXEL PERFECT JUMPING"

With its gothic environments and freakshow cast, *Evil Twin* seems to have taken its inspiration from the likes of Vertigo comics, Tim Burton and Lewis Carroll. But the end result of this collected mess, and some sadistically shoddy level design, is more like something from Shaun Hutson, 3DO and the writers of the Tweenies. Nasty. **PSM2**

Another game that got released before PSM2 was allowed review code. Wonder why..?

INSIGHT

You'll be pleased to hear the cinematic (or more likely straight-to-video) release of Evil Twins has nothing to do with this so-called game at all. It is in fact an 'adult' film, staring a pair of mucky ladies. Hmmm.

SINGE WHEN YOU'RE TWINNING: Cyprien can morph into a 'super' version of himself - you can fall off platforms quicker.

WAYNE HUSSEY'S CHOICE
1. **SILENT HILL 2** The ultimate gothic game. Very disturbing.
2. **TWISTED METAL: BLACK** Grimaces manically from its smouldering car wreck.
3. **SHADOW OF MEMORIES** If wearing black eyeliner's your thing, this eerie RPG is worth a look.
4. **EVIL TWIN: CYPRIEN'S CHRONICLES** Like goths. Pointless.

PSM2 VERDICT

GAMEPLAY
+ Explore a huge, surreal platform world...
- Which is platform gaming at its most annoying

GRAPHICS
+ Some well-designed characters and environments.
- Everything's dark, dingy and the camera's rubbish too.

SOUND
+ Music's well paced and appropriately bizarre
- Possibly the worst dialogue we've ever endured

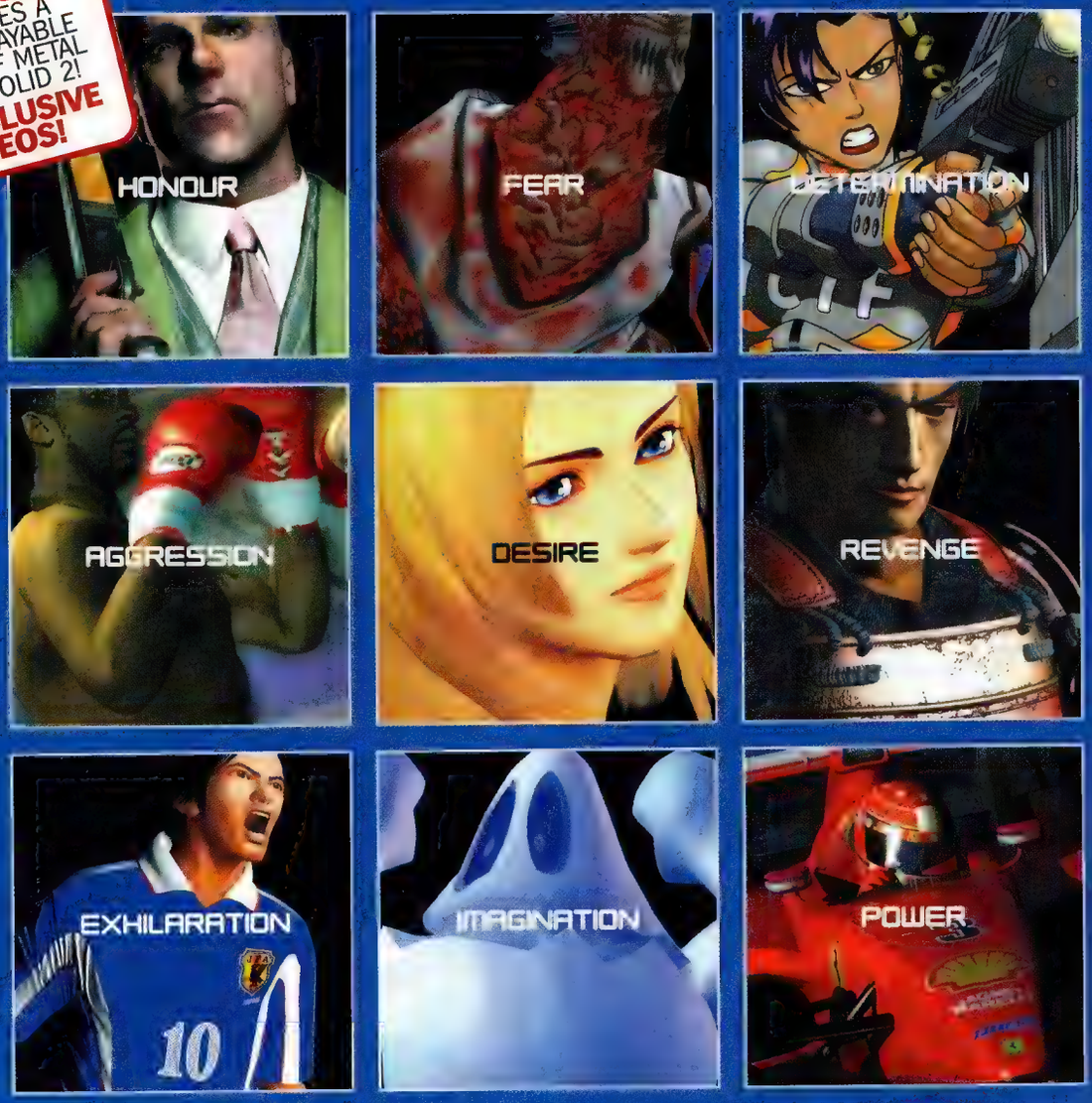
LIFESPAN
+ You could spend months trudging through this one
- After a few hellish moments you won't touch it again.

OVERALL
If committing every platform sin wasn't bad enough, this batters you with an incomprehensible plot. Pure torture.

30

SHOCKER

7 PLAYABLE DEMOS! INCLUDES A HUGE PLAYABLE DEMO OF METAL GEAR SOLID 2! **8 EXCLUSIVE VIDEOS!**



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OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Attention To Detail
- **PUBLISHER** Eidos
- **GAME TYPE** Sports
- **PRICE** £39.99
- **ESSENTIALS** 1-4 players, Memory Card, MultiTap 2

PlayStation 2

DETAILS

- 16 countries.
- Six events.
- Four game modes.
- Real Salt Lake locations.
- Commentary by the BBC team of Stuart Storey and Graham Bell.

WHERE EAGLES DARE: After a showy little wave or thumbs-up, just pick a good wind speed and off you go. Don't forget to land.

SALT LAKE 2002

A Winter Olympics game – live the dream. Expect men in figure-hugging lycra and snowballs...

REVIEWER: David Harrison

This has nothing to with Mormons. If you weren't already aware, Salt Lake City is hosting the 2002 Winter Olympics. But as Great Britain isn't really a world power when it comes to frozen sports, you'll be excused for knowing. Consequently it seems strange that Eidos were that bothered about picking up the official license for the UK, when there'll hardly be Winter Olympics fever spreading the country for them to cash in on.

There is, however, some sense in making decent Olympic packages, as winter sports have delivered one of the greatest blasts on PS2 – that's *SSX Tricky* if you've only just landed – and just imagine, a multi-event experience with the best contests from the winter games. Call us old-fashioned, but we were expecting brutal ice hockey battles between sporting superpowers, a power-bar mental curling contest or even speed skating, complete with elbow barging.

"WE WERE EXPECTING BRUTAL ICE HOCKEY BATTLES BETWEEN SPORTING SUPERPOWERS"

It seems strange that they've chosen only six similar snowy insipid events. So it's with little enthusiasm that we look forward to downhill skiing, downhill snowboarding, downhill slalom, downhill freestyle aerials, downhill jumping and two-man bobsleigh. Out of all them the bemani-esque Freestyle Aerial event is the most interesting, otherwise it's a case of either guiding an aerodynamic athlete between sticks or a test of hitting ⊗ when requested – both of which are as satisfying as eating celery.

It looks OK. The snow's crisp with some nice track detail, the athletes come complete with pasties and packets, and in the first-person view you get a real sensation of speed – particularly on the skiing and the bobsleigh. But nothing can make up for flaccid gameplay.

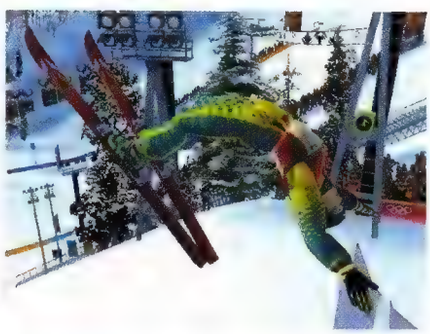
Usually sports games revolve around button bashing. Games like Konami's *Track and Field* weren't sophisticated but the gameplay was so frantically messy that it was guaranteed to raise the pulse. Sadly, everything is so pedestrian about *Salt Lake 2002* that its menu screens offer the greater interactive thrills.

The limp license and vague name should scare off the majority of gamers, sparing them the horror of realising they've spent 40 quid on a title that'll leave them decidedly cold. **PSM2**

Pass the wax, mother Salt Lake 2002's greasing the slopes now

INSIGHT

The 2002 Winter Olympic torch is described as 'a fiery icicle in motion, it's curvature representing the dynamics of speed and fluidity', when in fact it just looks like a Mr Whippy.



ARCH VILLAIN: In Freestyle Aerial mode, you actually get to mash out some bemani sequences instead of just going downhill.

FRANZ KLAMMER'S CHOICE

1. **ESPN WINTER X SPORTS GAMES** A mean, lean game with an unforgiving learning curve. One for the hardcore.
2. **ESPN INTERNATIONAL TRACK AND FIELD** The pad-hammering may get a little tiring, but it looks great and still offers some fun.
3. **SALT LAKE 2002** A dreary, charmless sports game. As enticing as getting up on a cold drizzly winter's day.

PSM2 VERDICT

GAMEPLAY
+ The challenges are simple and easy to pick up.
- Offers only six events which are all paper thin

GRAPHICS
+ It boasts some tidy athlete animations.
- Completely lacking in character. Bland.

SOUND
+ The commentary's OK and occasionally relevant
- Since when did bobsleighing suit a skate punk soundtrack?

LIFESPAN
+ Getting gold on the toughest setting should keep you busy.
- You'll soon want something with a bit more bite.

OVERALL
Inhabits a gaming no-man's-land – offering none of the punch of an arcade game or any simulator substance. Knickers!

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ALL DOWNHILL

OUT UK MARCH

LOONY TUNES SPACE RACE

Finally – a good karting game on PlayStation 2?

The theory is that creating a cutesy racer should be real simple. Take one lovable group of characters, place them in small motorised vehicles and provide them with an arsenal of projectile attacks to damage each other. Bish, bash, bosh. Sadly this basic formula has been violated so often that it's rare to find one that's actually fun – cue *Space Race*.

It's all your favourite Warner Bros characters hurled into space to batter around tastefully designed extra-terrestrial courses on compact hover bikes. The weapons, or Gags, are the best ACME can offer – bombs, disintegration ray guns and falling pianos.

The graphics and character animations are superbly realised, but it's also the understanding of the WB universe that shines through. For instance, each character hurls abuse at the other riders as the Gags fly – but as Wile E Coyote can't speak he holds up little signs instead. Nice. They've actually *thought* about this.

The only gripe's with the analogue control which is occasionally too loose for its own good. Consequently, it requires more restraint and concentration than you'd expect.

Wacky Races came close, but tighter track design makes *Space Race* a lot of fun. We've seen too many *Super Bombad Racing*'s to be easily fooled, and this goes some way to restoring our faith in the lighter things in life. It's not perfect, but the scruffy edges and niggly handling are forgivable... especially when you can land a pink elephant on the race leader. Now *that's* entertainment. **PSM2**

QUACK HABIT: The bulbs on the speedo indicate your boost level - light 'em all to get a massive speed injection.

INFO

- **DEVELOPER** Melbourne House
- **PUBLISHER** Infogrames
- **GAME TYPE** Driving
- **PRICE** £39.99

DETAILS

- Eight racing worlds.
- Four Tournaments.
- 13 Cups.
- 1-4 players.
- A selection of classic ACME gag weapons including black holes and two-ton weights.

THEY THINK IT'S ALL CLOVER: The four-leafed luck of the Irish protects you from any race-spoiling Gag attacks.

OVERALL

Provides loads of smooth thrills and giggles. There're no hidden depths, but the Warner Bros universe's been given all the respect it deserves.

65

CEL MATE

OUT UK NOW

MUSIC MAKER

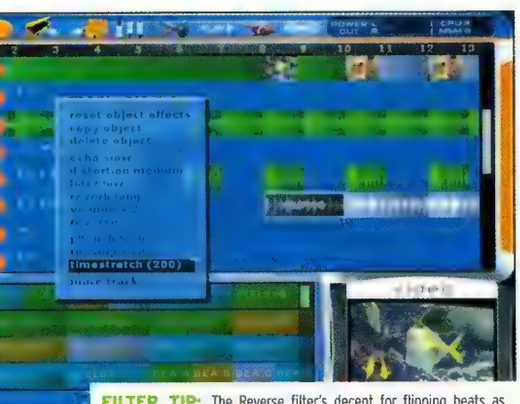
Look at the camp cops dance! Just look at 'em! That's about the only recommendation you'll get from us...

Pop is dead. You can take your lardy idols and boy bands and blow 'em out yer cans. Anyone can get a catchy slice of four-to-the-floor into the top ten. Even Kate Winslet. Unfortunately, you won't with this.

Taking its cue from The Daddy – *MTV Music Generator 2* – this is simple riff-laying by numbers. Scroll through the limited samples for drums, bass, tunes and vocals from one of the five styles to create your track, then build a video for it. Getting tunes together's nice and easy – just select and drop in – the tough part's finding anything decent to use from the poor selection.

While *MTV 2*'s vocal range was, er... narrow, *Music Maker*'s appear to have been recorded by a cack-handed work experience badger. The backing track's have leaked from the singer's headphones, causing irritating delays to the vocal cut-in. Not great if you're looking for a shrieking 'Baa-aaa-bbb-yyyyy!' to kick off your floor-filling chorus.

Effects allow you to time-stretch and alter the pitch of riffs, but they're *extremely* inflexible. There's not enough here to interest the casual clubber, and anyone half serious about their music will scoff at the rubbish guitar squeals and paltry selection of beats. **PSM2**



FILTER TIP: The Reverse filter's decent for flipping beats as fourth bar intros. Filter Low does that House riff drop out thing nicely.

INFO

- **DEVELOPER** Magix
- **PUBLISHER** FastTrak
- **GAME TYPE** Music Creator
- **PRICE** £39.99

DETAILS

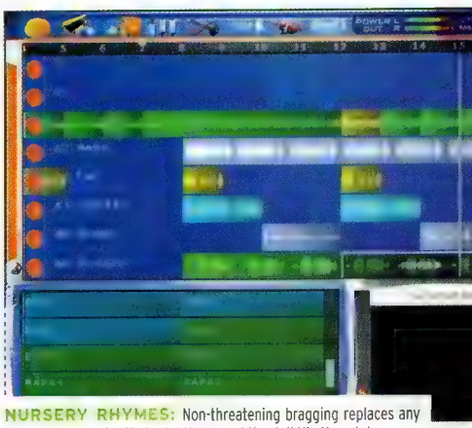
- 3,000 loops, samples and video clips.
- Video Editor.
- Sound and visual effects

OVERALL

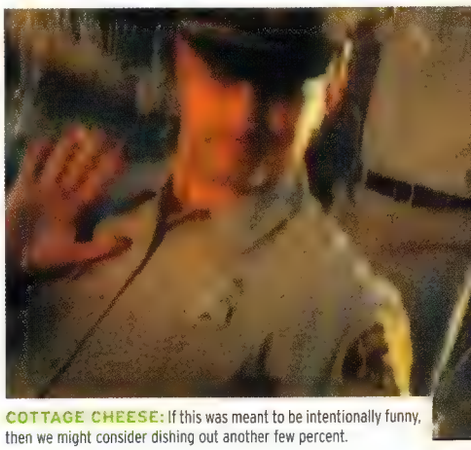
The '80s House section's usable and the videos are so shitty they're funny. But this is no reason to part with almost 40 quid.

23

BUM NOTE



NURSERY RHYMES: Non-threatening bragging replaces any gats and 'hos lyrics that might've saved the dull Hip Hop style.



COTTAGE CHEESE: If this was meant to be intentionally funny, then we might consider dishing out another few percent.

36.0

OUT UK FEBRUARY 22

POLICE 24/7

Duck and cover – it's another game full of motion blur, guns, dodging bullets and gangsters. Only this time you can *really* work those flabby thigh muscles.

REVIEWER: Joel Snape

Arcades, eh? Once a venue for the gaming hardcore to perfect their combos, now little competition for the home comforts of tea, biscuits and a Wega TV. Let's face it – the only thing they're good for is playing those huge pneumatic contraptions that're too expensive or embarrassing to have in your house. Don't feel *too* sorry for that crinkly-faced misery on the change booth, though – *Police 24/7*'s a telling example of why they'll be around for a while yet.

For those who haven't played *Police 911* – the name's been changed to avoid transatlantic confusion – the arcade took *Time Crisis*' duck 'n reload gameplay a step further, forcing you to actually get some aerobic exercise in front of the cabinet. Bullets are slow enough to dodge, but moving also helps get a better angle when bad guys are obscured by civilians, scenery or dying mates. It's more than just a gimmick, too – in the time-honoured tradition of time-wasting mooks, most hide behind scenery for *ages*, but it's always possible to pop them from a certain angle – sometimes even when you're hidden from view. In the home, it's recreated with a TV-mounted USB camera, which works just fine.

Sadly, it doesn't work with our sleek G-Con or Logic 3's Walther P99, but it *is* compatible with Konami's Hyperblaster pistol – last seen used in 'classics' like *Crypt Killers* and *Die Hard Trilogy*.

Not ideal, then, but better than the alternatives. With a joypad, you're stuck with using the Left Analogue stick to move, and the Right Analogue to shoot. It's the videogame equivalent

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Konami
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Shoot-em-up
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, Konami Hyperblaster, USB mouse, USB camera, DualShock 2, Memory Card.

DETAILS

- Ten levels.
- Six bosses.
- Eight ranks.
- Six sub-games.

HOSTESS SITUATION: At some points, crims are completely obscured by civilians. This is where the swaying comes in.

SPHERE EFFECT: Shoot the balls, collect the time bonuses. Except it takes ten minutes for it to even begin to get challenging.

IMPACT POINT

The end of stage one, and you take out Richard Hansen with one shot to his rapidly moving head. The euphoria's fleeting – you're proud of your achievement, but is that *really* one-sixth of the game already?

CAM ON, MY SON: Stick the webcam on top of your TV and duck and dive like a demented Subbuteo goalkeeper. You'll look daft, mind.

INSIGHT

- Completing the game nets you 'Another Day' mode – the Japanese version of *Police 24/7*, known as *Keitsukan*. Nearly all the levels are exactly the same, but the text's Japanese and it seems slightly easier. Hmm.
- Konami's Hyperblaster was also available as a hidden weapon if you got the first *Silent Hill*'s fifth ending...

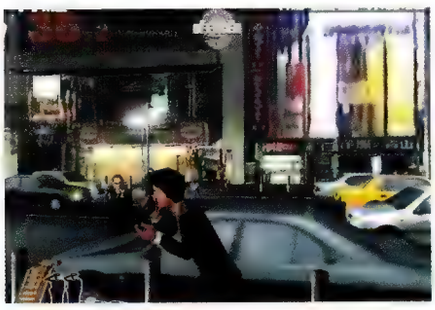
of rubbing your stomach and patting your head, and miserably frustrating to play. At the other end of the difficulty spectrum, there's the left-stick-move, USB-mouse-to-shoot option. Needless to say, this makes aiming about as challenging as using a word processor.

WACKY CHASES: Cleverly, you can forego shooting the heavily-armed passengers with one swift cap to the driver's dome.

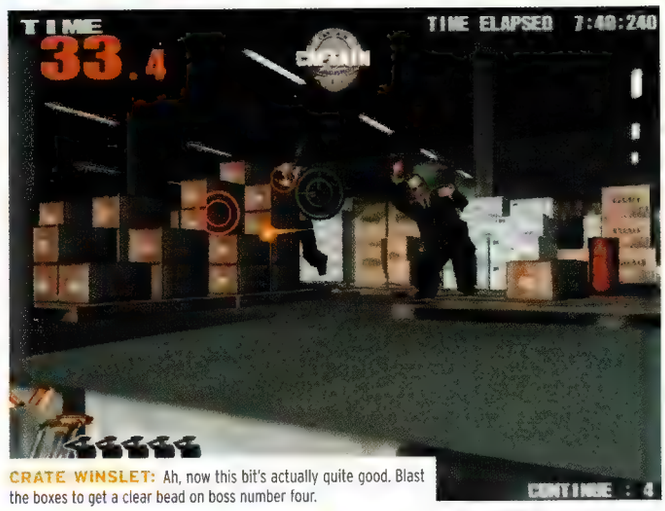
The most telling moments are the boss battles – they scamper about in the background while you're dealing with their henchmen, so it's possible to cut confrontations short with a single well-placed headshot. With a decent lightgun, this is a superb touch – frantic, exciting and a true test of shooting skill. With a mouse, it's a bit like trying to click on the dancing monkey in an Internet banner ad. It also means that, taking into account both times we got shot by villains hiding in ridiculous places and the bit where we got hit by a car, it took us about 14 minutes to complete the entire game. *Fourteen*. That's only slightly longer than it takes to boil the PSM2 office kettle – and even worse, there's almost no incentive to go back. Where *Time Crisis 2* offers retro arcade kicks and specially designed tests of skill, *Police 24/7*'s Challenge mode revolves around getting high accuracy ratings in the missions you've already played – which is the sort of thing we thought high-score tables were for. The brutal ranking system awards points for Bravery (not ducking), Ethics (not shooting civilians), and Intellect (how fast you shoot people), but the only reward for even the trickiest promotion's a few extra lives. Which, of course, you won't need. Pfft. There's an array of bonus games, but with one exception – the frantic *Pang*-style balloon shoot – they completely miss that spark that makes the likes of *Point Blank* so much fun.

"WITH A MOUSE, IT'S A BIT LIKE TRYING TO CLICK ON THE DANCING MONKEY IN AN INTERNET BANNER AD"

As an arcade conversion, *Police 24/7*'s a textbook example of why some games simply don't work out of context. Like *Silent Scope* and *18-Wheeler*, it suffers from lacking the proper peripherals. Like *Dance Dance Revolution*, you feel a bit self-conscious playing it in front of a TV. And like all three of the above, you could see almost everything it's got to offer with a chunk of change much smaller than 40 quid. Even the graphics – passable while your inner ear's still reeling from being jerked about – look disturbingly ropey on a flat screen. If you haven't already played it, get down to your nearest smokey game-pit with a sack of fifty pees, and when you get bored you'll still have enough left to have a go on *Sonic Blast Man* and give some kids a kicking on *Tekken Tag*. After all, that's what arcades are there for. **PSM2**



CROPS 'N' ROBBERS: Oddly enough, your character changes his hairstyle and clothes to reflect promotions throughout the game.



CRATE WINSLET: Ah, now this bit's actually quite good. Blast the boxes to get a clear bead on boss number four.

OFFICER DIBBLE'S CHOICE

1. **TIME CRISIS 2** Fast-paced action, loads of bonus challenges and a cool gun – only the barely playable split-screen mode lets this down.
2. **SILENT SCOPE 2** Precision shooting and decent joypad control make for a pleasant challenge. Too easy with a mouse, though.
3. **POLICE 24/7** Ill-conceived and laughably easy, it's difficult to see this as value for money.

PSM2 VERDICT

GAMEPLAY
+ The flinching and crouching options work well.
- Impossible with a joypad. Insultingly simple with a mouse

GRAPHICS
+ Nice blurry effects, if you like that sort of thing.
- The disco stage makes our brains hurt.

SOUND
+ Radio chatter, breaking glass and realistic 'eurghs'
- Bizarre trumpet music

LIFESPAN
+ Getting Commissioner rank's going to take a while...
- But there isn't much incentive to bother with it.

OVERALL
The TV-mounted cam will give you a workout, but at a pathetic 14 minutes in Story mode we'll jog to the arcade, thank you very much.

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NOT MUCH COP

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly

OUT UK NOW

FINAL FANTASY: THE SPIRITS WITHIN

ONE VISION: Groundbreaking CGI can't atone for a very poor movie.

This digitoon was supposed to be the final frontier for animation. Shame they forgot the script, characters, plot... have we missed anything?

REVIEWER: James White

STARRING ..(voices) Ming-Na, Alec Baldwin, James Woods, Steve Buscemi, Donald Sutherland, Ving Rhames, Peri Gilpin
DIRECTOR ..Hironobu Sakaguchi, Moto Sakakibara
CERTIFICATE PG
PRICE £24.99

And it was all going to be sooo impressive... Word of mouth for this 'revolutionary' and 'amazing' adventure was overwhelmingly positive. Jaws had been dropping at stunning trailers and interest was at fever pitch thanks to some snappy demonstrations. Yes, it looked liked *Final Fantasy: The Spirits Within* was going to be sleek, cyber-hit that would propel animation to the next level.

So how come it was such a huge turkey that bankrupted a company and had moviegoers snoring in their popcorn? Could it be because once the admittedly intense and mind-juddering action opener was out of the way, the script resorted to some of the lamest sci-fi cliché heard since the '80s?

TOON'S ARMY

When it's good, *Final Fantasy* shows promise of being very good. The entire first scene, with the nerve-shredding explode-athon chase through a ruined New York in which our heroes fight it out with the alien nasties, is pure cinema. It almost makes you believe that the clunky-sounding plot – aliens invade Earth via a meteorite, pushing humanity back into protected cities and tearing unprotected souls from their bodies – could actually work. Then the pace slackened and the story kicked in. Spirits? Alien spirits? Eh? What? So, Aki, right, has five spirits, or something, inside of her? And she needs another one to unlock the secret of the invasion, which might not be an invasion. And all the while, a sniggering, power mad villain is plotting to use a really huge 'laser' – which in this context can only be said in a Dr Evil voice – to burn the spirits from the Earth? Oh, *pur-leese*. We're used to this kind of pompously layered plot dynamic from the games, but in a cinema? With no DualShock in your hand? Hmmm...

FANTASY CHANNELLED

The cast do their best with the material. Ming-Na is a spunky and likeable hero. Donald Sutherland phones it in and collects the cheque as Dr Sid, mentor to Aki, but his character is most notable for being the second best 'human animation' on display, as his wrinkly, liver-spotted mush really does look alive. Alec Baldwin and Ving Rhames are bland at best... and then there's James Woods as the *eeeevil* General Hein. He wears black. He shouts at subordinates. He'd twiddle his wax-ended moustache if he had one. He's hammier than *Babe*.

So how to save face? Now it's out on DVD, the makers are pitching one last chance to actually make some money. This is a loaded disc, which, of course, looks great seeing as it takes its print straight from the digital original. And the extras are overflowing with making-of, interactive animation features and neat comedy touches (such as the cast performing Thriller). But this really is one for fans of the movie (you know who you are... both of you) and completist gamers. **PSM2**

INSIGHT

- Director Sakaguchi is the creator of the *Final Fantasy* game series.
- The film used 200 artists and technicians from more than 100 countries.
- Dr Sid is a reference to a character name (Cid) that appears in all of the *FF* games.

GAMER'S CHOICE

1 **MORTAL KOMBAT**
A kick-arse adaptation of the martial artery tapper.

2 **FINAL FANTASY: THE SPIRITS WITHIN**
The first great film/game folly.

3 **WING COMMANDER**
From the games that are almost movies in themselves. Except crap. Leave it!

PSM2 VERDICT

EXTRAS
3D interactive documentary covering *The Making Of Final Fantasy*, Hironobu Sakaguchi's *Spiritual Vision*, *The Technology and The World Of Final Fantasy* with an additional 60 minutes of link outs to demos ⿻ Final Fantasy 'Shuffler' - re-editing featurette ⿻ Other featurettes ⿻ Joke Outtakes ⿻ Final Fantasy Thriller Music Video ⿻ Mini-Movie: Aki's Dream ⿻ Alternative Opening Sequence ⿻ Character files ⿻ DVD Rom Features which include a virtual tour of Square pictures, screen savers and, eek, screenplay.

OVERALL
A lacklustre movie only saved from oblivion by a quality disc. As involving as the games are, this is one spiritual journey we can happily do without.

55

FINAL TRAVESTY

Kobal Collection/Paramount

OUT UK NOW

MEMENTO

The unforgettable story of a man who's... hang on, what were we on about?

REVIEWER: James White

STARRING ..... Guy Pierce, Joe Pantoliano, Carrie Ann-Moss, Jorja Fox, Larry Holden, Callum Keith Rennie, Mark Boone Jr
DIRECTOR ..... Christopher Nolan
CERTIFICATE 15
PRICE £19.99

With the number of over-hyped, over-budgeted, under-written stinkers we've seen from Hollywood in the last couple of years, it's always a pleasant surprise when a small film slips in under the radar. It's even more satisfying when that sneaky movie turns out to be crammed with creativity and which goes on to rake in the cash on both sides of the Atlantic. And to top it all, the writer/director's a Brit who got his start with a tiny, black-and-white indie movie.

The success story behind *Memento* starts with a short story – literally. Director Chris Nolan's brother wrote a short story for a college assignment that the helmer liked so much he asked to write it up as a script. Coming off the success of twisted noir flick, *Following*, Nolan was being wooed by Hollywood and he found backing for this new tale of Leonard Shelby, a man who loses his memory every day.

Leonard's life has been shattered by the murder of his wife, the last event he can clearly remember. His days since have been spent searching for the mysterious man who he suspects is responsible. He has to tattoo his body with information, keep Polaroids of people and places he's seen and work around the fact that his mind resets itself every few minutes. It's a haunting premise, and made so well that you're quickly drawn into the story. And not forgetting it runs backwards – we start at the conclusion (or do we?) and end at the beginning.

How does it end/start/whatever? You'll have to watch and find out... But there're several other good reasons to watch. Not least is the performance by the leading trio. Guy Pearce cements his rep as a solid actor with his turn as Leonard – a confused, frightened, but driven individual you can't help but root for, all the time suspecting he's not quite what he seems. He's ably backed up by *Matrix* alumni Joe Pantoliano as the shifty, untrustworthy Teddy and Carrie-Ann Moss as the sexy, duplicitous Natalie.

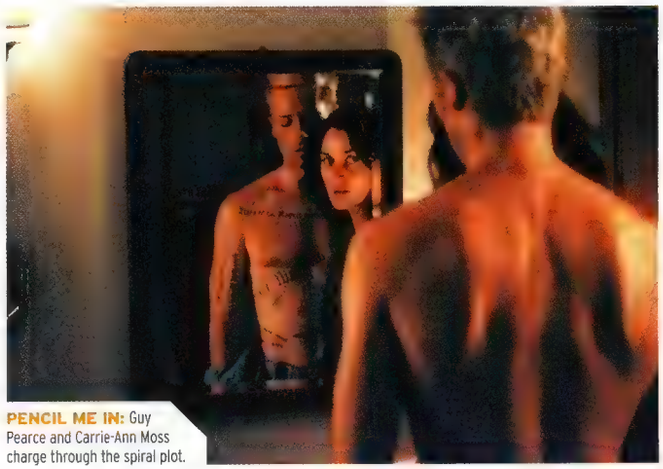
INSIGHT

- The medical problem featured in the movie is a real condition.
- The tattoo parlour is named after Emma Thomas, one of the producers.
- Carrie-Ann Moss tore her script apart and re-ordered all the scenes in a notebook so she could figure out the story.

YOU MUST REMEMBER THIS...

It's so gratifying to find a film that doesn't rely on massive special effects or huge A-list stars to carry it. Relying instead on quality writing and assured direction, *Memento* is even more impressive for overcoming the usual obstacles. When most major studios passed, the makers opted to release the film independently and coined it in.

With the DVD release, you can watch it in any order and help your bruised noggin figure it all out. The only gripe we've got with the disc is they could've included a way to do this without skipping through scene selection, but the quality of the film more than makes up for any minor complaints. This is a must-buy for fans of sharp movie making. **PSM2**



PENCIL ME IN: Guy Pearce and Carrie-Ann Moss charge through the spiral plot.

TWISTER'S CHOICE

1 **FIGHT CLUB**
David Fincher beats the crap out of us, then plays with our heads.

MEMENTO
The plot's in reverse but the movie's forward-thinking.

FINAL DESTINATION
Death refuses to take no for an answer.

PSM2 VERDICT

EXTRAS
Director and cast commentary | Making Of featurette
A great movie deserves a little more effort on the disc
The commentary's pretty enlightening, but again we say: why no chance to play the film in reverse order? And no deleted scenes? Criminal

OVERALL
Superb performances and a mesmerising plot. Truly original film-making that only comes along once in a while.

87
UNFORGETTABLE

THINGS TO DO IN DENVER WHEN YOU'RE DEAD

OUT UK NOW

STARRING ..... Andy Garcia, Christopher Walken
DIRECTOR ..... Gary Fleder
CERTIFICATE 18
PRICE £17.99

Made at a time when gangster movies were the height of fashion, this sometimes feels a little low-rent. There're some cool performances (most notably Christopher Walken in a suitably psycho turn), but you can't help feeling that everyone involved is trying to do a Tarantino without the script to really back them up or the level of actors. Still, it's diverting for what it is and contains enough snappy dialogue, laughs and violence to fill the holes. **PSM2** **58**

MALLRATS

OUT UK NOW

STARRING ..... Jason Lee, Ben Affleck
DIRECTOR ..... Kevin Smith
CERTIFICATE 18
PRICE £12.99

Kevin Smith's second flick was crucified on release but has since been resurrected on video and now DVD. And it's a relief – despite a lifeless lead performance from Jason London, it's a fine, funny feature. Introducing the world to the genius of Jason Lee and allowing a young Ben Affleck to play nasty instead of his usual nice, this is stuffed full of quality dialogue and madcap action. It's just a shame that this is a stripped down disc – the American release contains more than an hour of deleted material and one of the funniest commentaries on record. Start praying for that special edition now. **PSM2** **81**

ALSO RELEASED

ROUGHNECKS: STARSHIP TROOPERS CHRONICLES (VOL 2)
Released Out Now **Cert** 12 **Price** £19.99
The spin-off TV show's watered down (for the kids), but the plotting's ace. Cartoon mayhem. **70**

PHANTOMS
Released Out Now **Cert** 15 **Price** £15.99
This is a strictly run-of-the-mill sci-fi thriller in which the titular spooks rum amok in a small town and only the inhabitants can stop 'em. As usual. **PSM2** **40**

CAPE FEAR BOX SET
Released Out Now **Cert** 18 **Price** £24.99
For fans who like to argue the merits of Robert De Niro over Robert Mitchum (and vice-versa), this will certainly spark some fights. **PSM2** **70**

BATTLE ROYALE
Released Out Now **Cert** 18 **Price** £19.99
Naughty Japanese school kids are left on an island with orders to kill each other or have their heads exploded? Bring it on, we say! **PSM2** **65**

DIRTY HARRY – FIVE DISC BOX SET
Released Out Now **Cert** 18 **Price** £39.99
Who could resist this? You feel lucky, punk? Well, do ya? Includes *Dirty Harry*, *The Dead Pool*, *Sudden Impact*, *The Enforcer* and *Magnum Force*. **PSM2** **84**

ROLLERBALL SPECIAL EDITION
Released Out Now **Cert** 15 **Price** £19.99
With James Caan as sporting hero Jonathan E. multinational corporations and blood on the arena. A little '70s in places, but still cool... **PSM2** **67**

COMING SOON

PLANET OF THE APES
18th February
£19.99

A KNIGHT'S TALE SPECIAL EDITION
25th February
£19.99

MONTY PYTHON AND THE HOLY GRAIL
4th March
£19.99

Kobal Collection/Paramount

Kobal Collection/United Artists

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MAX

NOW PS2 MENTAL!

PlayStation MAX

NOW PS2 MENTAL!

EBLEED!

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REVIEWED! The future of racing... and it's FRICKIN' FAST!!!

FUTURE WAR

TERMINATOR

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MAX PAYNE

Plus copper's a bloody maniac. Find out why INSIDE!

PLUS! HEADHUNTER ACE COMBAT 4 DROPSHIP LEGENDS OF WRESTLING REZ GET BASS GIANTS ECCO MEGA MAN X6 AND MORE!

HAIRY 'N' SCARY MONSTERS INC.

Great movie! Cool game? Find out on Page 58

OOH, GET HER MALICE

Anything Xbox can do...

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ALL THE SECRETS REVEALED!

JAK & DAXTER THE PRECURSOR LEGACY

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(*AND CRAP ONES)

PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP

CHARTS FOR MONTH ENDING DEC 15

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	2	3	1	Grand Theft Auto 3	Take 2	DMA Design
2	NEW ENTRY!			Devil May Cry	Capcom	Capcom
3	NEW ENTRY!			007 in... Agent Under Fire	EA	EA
4	NEW ENTRY!			World Rally Championship	Sony	Evolution Studios
5	NEW ENTRY!			Tony Hawk's Pro Skater 3	Activision	Neversoft
6	1	2	1	WWF Smackdown! Just Bring It	THQ	Yukes
7	NEW ENTRY!			Pro Evolution Soccer	Konami	KCET
8	3	3	1	FIFA 2002	EA	EA
9	6	8	3	Crazy Taxi	Acclaim	Sega
10	5	6	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
11	NEW ENTRY!			Jak And Daxter	Sony	Naughty Dog
12	NEW ENTRY!			Rayman M	Ubi Soft	Ubi Soft
13	NEW ENTRY!			Robot Wars: Arenas Of Destruction	BBC Multimedia	Climax
14	NEW ENTRY!			The Simpsons Road Rage	EA	Radical Interactive
15	NEW ENTRY!			SSX Tricky	EA	EA Canada
16	NEW ENTRY!			Crash Bandicoot: Wrath Of Cortex	Vivendi	Traveller's Tales
17	4	2	4	Burnout	Acclaim	Criterion
18	NEW ENTRY!			Half-Life	Vivendi	Valve
19	RE-ENTRY			TimeSplitters	Eidos	Free Radical
20	NEW ENTRY!			Silent Hill 2	Konami	KCET

JAPANESE TOP 5

1	NEW ENTRY!			Crash Bandicoot: Wrath Of Cortex	Vivendi	Traveller's Tales
2	NEW ENTRY!			Mobile Suit Gundam: Federation Vs Zion	Bandai	Capcom
3	NEW ENTRY!			Momotarou Dentai X	Hudson	Hudsonsoft
4	NEW ENTRY!			Metal Gear Solid 2: Sons Of Liberty	Konami	KCEJ
5	NEW ENTRY!			Tokimeki Memorial 3: That Promised Place	Konami	KCET

US TOP 5

1	NEW ENTRY!			Metal Gear Solid 2: Sons Of Liberty	Konami	KCEJ
2	2	2	2	Grand Theft Auto 3	Rockstar	DMA Design
3	4	2	3	Tony Hawk's Pro Skater 3	Activision	Neversoft
4	3	4	1	Madden NFL 2002	EA	EA
5	NEW ENTRY!			WWF Smackdown! Just Bring It	THQ	Yukes

GRAND THEFT AUTO 3

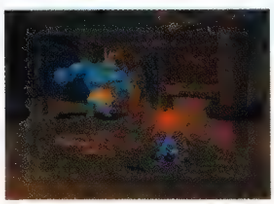
Proof that a vast proportion of the nation's gamers preferred to spend Christmas day setting fire to bag ladies rather than enduring another 'lovely-jubbly' *Only Fools And Horses* special. And who could blame them?

007 IN... AGENT UNDER FIRE

Bond still proves to be an irresistible draw, despite the fact that this, his PS2 debut, can't quite match the N64 classic, *GoldenEye*, in terms of enthralling four-play action. How shameful is that?

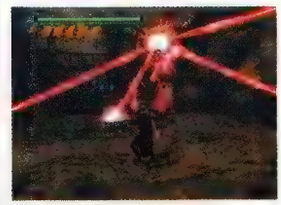
SSX TRICKY

The modest chart position signifies that it's the hardcore purists and not the masses that have been splashing out on this enriched sequel. Fools! Go on, deprive yourself of the most exhilarating ride going, see if we care.



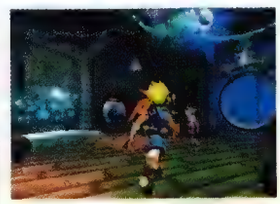
CRASH BANDICOOT: THE WRATH OF CORTEX

Sadly an opportunity missed as Traveller's Tales fails to add anything worthwhile to the series. But needless to say, those that hate surprises will be in their element with this 'safe' sequel.



DEVIL MAY CRY

Coming from the makers of *Resident Evil*, this game trades perplexing puzzles for all-out action. Provided you can get your head around the poncey mission structure then it'll provide no end of demon-dicing enjoyment, John Woo-style.

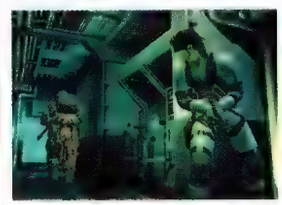


JAK AND DAXTER

Naughty Dog banishes the bandicoot from its kennel in favour of a lavish new free-roaming adventure that'll keep you rivetted for days... Or at least until you see the arse 'secret' ending and wonder why you ever bothered.

SILENT HILL 2

Embracing the power of PS2, this sequel is dark, distorted and utterly disturbing. That said, the short length ensures that if there's a terror equivalent of the 'vinegar stroke' then you never quite get beyond it. Which is frustrating.



METAL GEAR SOLID 2: SONS OF LIBERTY

The Americans doubtlessly needed much persuading to take on Snake's terrorist foes, but the fact that it's one of the best games ever made probably helped sales an' all.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 **72**
An action-lead game that'll satisfy slash-em-up fiends

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 **77**
Not compelling enough as a story and not deep enough to offer limitless trick potential. Frustrating but fun.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 **66**
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 **70**
Fast, good looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 **48**
Despite the lush cartoon atmospherics, it's a potential super-game turned super villain thanks to daft level design.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 **90**
Blindingly gorgeous and cracking to play

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **37**
Looks ragged and makes you work hard for very little gain

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 **52**
Illogical puzzles and missions harpoon any fun instantly.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 **78**
Action, gunplay and panic, despite an unoriginal story.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 **80**
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 **92**
The amoral allure might attract, but attention to detail keeps you hooked. Hugely impressive

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 **85**
Sony's adventure abandons mindless violence and strikes new ground for creative gaming Less, literally, is more

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 **76**
Some inventive ideas let down by basic design flaws

METAL GEAR SOLID 2
Publisher> Konami
Version> NTSC **Issue**> #17 **96**
BEST ACTION TITLE Amazing. Watch PS2s fly once this hits the UK in February. If only Kojmia had trimmed the excessive cut-scenes, this would have been perfection.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 **62**
Hi-tech combat lost in dull environments littered w th crates

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 **80**
Survival horror with the emphasis on carnage not tension Horrible borders, though.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 **68**
Compelling, but nowhere near *MGS2*.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 **80**
This revisit to the zombie hell is familiar, but scary, stuff The *Devil May Cry* playable demo's a bonus too.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 **56**
Visually inept at times, but still enough fun to interest

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 **88**
If you can accept the short duration the impact's unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 **78**
A total revamp that re-establishes all the reasons why we loved it the first time round. Not fresh, but still tasty.

THE MUMMY RETURNS
Publisher> Vivendi
Version> PAL **Issue**> #17 **46**
Flawed controls and stilted gameplay Not fun

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 **24**
Stinks. Bad level design's only the start of many problems

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 **59**
Average. Bland graphics and poor puzzles don't help, either

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 **82**
Thoughtful, funny and addictively gentle

ACTION-STRATEGY

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 **75**
An explosive title with a frustrating difficulty level

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 **78**
Fast-paced action with excellent, but foggy, game structure

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 **86**
A rare combination of brains and guns -- looks good, too.

ARCADE

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 **62**
The lack of variety extinguishes the long-term appeal

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 **80**
Undeniably an incredibly addictive, but short, arcade hoot

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 **32**
Best as a multi-player, but you'll all suffer together

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 **29**
An arcade-perfect conversion of a dull shoot-em-up.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 **79**
A beautifully crafted thrill with an undeniable sense of style

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 **51**
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 **79**
Not much depth, but lots of explosions, acrobatics and fun

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 **83**
Probably the best 2D fighter ever

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
Comic bosoms are no substitute for solid two-player scraps.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 **78**
Sparky, but not quite as good as *Capcom Vs SNK 2*.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 **60**
This could've been something special, instead it's dull

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of an elderly series.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

THE BOUNCER
Publisher> SCEE
Version> PAL. **Issue**> #11 **66**
A passable evening's rented enterta nment.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 **80**
More a next-gen tweaking of *Know Your Role* – essential for grappling fans and worthwhile for everyone else.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny and genuinely impressive moments.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 **50**
Tiny Disney fans will enjoy it, however briefly.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 **78**
The sherbert-flavoured antidote to everything bleak on PS2.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 **58**
Extremely average arcade shoot-and-race effort

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
A pity SCEA couldn't have compromised on the realism.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 **88**
An ideal foil to *GT3*'s smart-arsed sensibilities with all the thrills *Ridge 5* didn't deliver... and then some.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 **65**
Relentless in action, but dodgy graphics let it down

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> #17 **46**
Dumb, vacuous, tired and ultimately shallow

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 **60**
Close, but absolutely miles away at the same time

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
A rewarding challenge for any race fan willing to rise to it

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 **84**
Accessible but with enough depth to keep F1 veterans busy

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
Fine – just don't expect too much of it

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 **49**
Spend 40 quid on Scalextric kit instead

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 **93**
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 **74**
Lovely to look at, but uninspiring to play.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 **38**
About as half as good as *Splashdown* in every respect.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 **42**
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 **73**
Can't compete with *GT3* in an already crowded field

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **60**
Cloying controls, poor racing and frustrating challenges.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Some nice touches compromised by reality-check graphics.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
If you like your bikes, this is beautiful.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 **78**
Not the fusion of racer and daredevil sim that it tries to be

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 **62**
A decidedly ordinary addition to an ordinary racing genre.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 **40**
Manages to enrage and bore at the same time..

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 **60**
An intriguing racer with uninspired and tepid presentation

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 **43**
A bright and solid dinky racer. Cheap as well.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 **76**
Arcade-style knockabout racing at its idiotic best

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Not enough one-player depth to really engage

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 **77**
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 **75**
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 **45**
A seriously flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 **38**
We can't be arsed to play this again and neither will you..

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 **36**
Spend £30 on *Burnout* instead, this is a waste of time.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 **44**
No originality – it's more reliant on luck than skill

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 **13**
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 **76**
It's a no-brainer... but it's The Simpsons. Gives more than *Simpsons Wrestling*, but feels lightweight next to *Crazy Taxi*

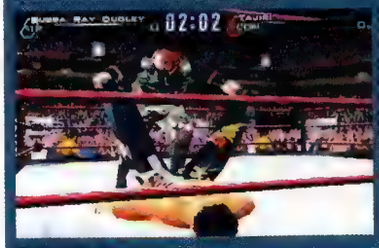
HEAD 2 HEAD

WRASSLIN'

WWF SMACKDOWN! JUST BRING IT

Publisher THQ
Version PAL
Issue #17
PSM2 VERDICT 80

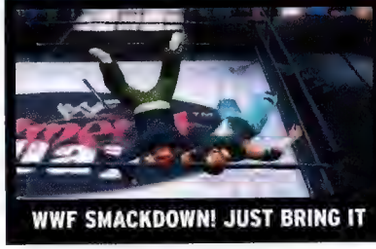
PRESENTATION:
Can't fault the wrestler entrances, but the Story modes a bit lacklustre, and leaping into the trouser-pressed crowd kills any suspension of disbelief dead. Good animation on the People's Eyebrow, though.



The control system's pure arcade and can't offer the depth of a proper beat-em-up, but weapons offer plenty of variations on the violence. The countering system feels a bit arbitrary at times, mind.

MULTI-PLAYER:
Four people, one MultiTap and a crate of beer... all the technical expertise goes out of the equation in a battle royale, but the appeal of bashing people with chairs and tables is quite unrivalled. For at least a couple of hours.

LIFESPAN:
The Story mode gets incredibly repetitive after an hour, but you'll put up with it to unlock a wealth of hidden extras. Full marks for hidden movesets from obscure Japanese wrestlers and the most comprehensive Create A Character mode we've ever seen.



WWF SMACKDOWN! JUST BRING IT

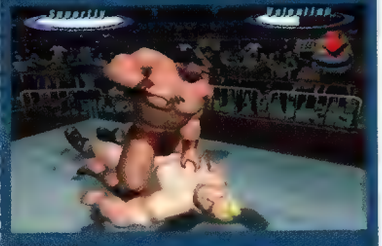
LEGENDS OF WRESTLING

Publisher Acclaim
Version PAL
Issue #18
PSM2 VERDICT 71

PRESENTATION:
Casting aside the nostalgic appeal of wrestling as King Kong Bundy, *Legends* packs 3D crowds, interactive entrances and Rob Van Dam. Still, it's a bit glitchy at times.

GAMEPLAY:
An intriguing combination of golf-swingometer and time-tested button-pummelling gives *Legends* a radically different feel from any other fighting game. It's just a pity your moves are slightly limited.

MULTI-PLAYER:
The chairs are still there, but the thoughtful/plodding nature of the bouts mean this isn't one for the impatient. And, to be honest, you're going to have trouble finding three people who remember the Von Erich family.



LIFESPAN:
The limited matches on offer make an interesting Career mode slightly repetitive, despite attempts to prolong the appeal by earning new moves. You can still create Mr T, but shamefully, you can't give him a bucketful of jewellry.

SMACK DADDY

Legends of Wrestling's the gentle old-timer with the ring savvy and charm – *Smackdown!*'s the brash muscleman with the crowd-pleasing flair. Neither's an essential purchase, but *Just Bring It*'s variety of match types and array of hidden wrestler parts (Masato Tanaka, anyone?) makes it the one all fans should own. Rent *Legends* for a misty-eyed weekend, but invest in *WWF Smackdown! Just Bring It* if you fancy smacking seven shades out of Fred Durst.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — 38
No taunts, betting and revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — 87
If you're a rally fan, a racing fan... hell, a PS2 fan, you really should buy this. looks ace and there's loads of challenge.

FIRST-PERSON SHOOTER

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — 90
BEST FPS TITLE Don't let this great game pass you by, but the new Decay co-op mode isn't value enough for old pros.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — 88
The Live And Let Die of Bond games – every element thrown in so fast you can't help but enjoy it. Poor multi-player, though

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multi-player, challenges and Level Editor

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multi-player.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments. Still doesn't add much to a tired genre, however.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
One of the few mech titles to actually make you realise you're playing a next-gen console. Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average

ROBOT WARS:

HEAD 2 HEAD

WATER BIKES

SPLASHDOWN

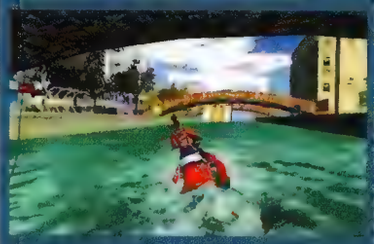
Publisher> Infogrames
Version> PAL
Issue> #16

PSM2 VERDICT 75

PRESENTATION:
The water's textures, lighting and sense of volume is tangible. Character animation is workman-like without being unbelievable and the backgrounds do the job. Shame the bike/water interactions a bit of a letdown.

GAMEPLAY:
The dynamics feel suitably sloshy, with your Sea-Doos response times feeling realistically water-borne. This makes for some quality racing that offers a genuine sense of satisfaction for a win. The trick systems dead basic and doesn't add an awful lot to the game's depth.

MULTI-PLAYER:
You and a mate can clang along at a fair old whack, but those draw distances tend to close in a bit. The multi-player retains the racing satisfaction of the single-player mode, but it's not fantastic fun.



LIFESPAN:
Thanks to the variety in track design, you'll find quite a challenge here. Getting back on that Sea-Doo does pay off in the end. The multi-player's fairly average, but the sheer enjoyment of zipping around over a gorgeous waterway makes for a compelling experience.

JET SKI RIDERS

Publisher> [illegible]
Version> PAL
Issue> #17

PSM2 VERDICT 38

PRESENTATION:
These waves aren't even in the same league. Despite some solid underwater effects, this looks angular and unconvincing. The riders lean on the jet Skis like they're hinged lycra-covered sausages. Eugggghh.

GAMEPLAY:
Firstly, there's no such thing as a short cut here. Attempt to shave seconds off your lap time and, more often than not, you'll end up with your ears full of brine. The racing's slow and hampered by ludicrous buoy positioning. The stunts are pathetic, an' all.

MULTI-PLAYER:
Pick one of the irritating and poorly designed characters each and, er... off you go. Don't hold your breath, though. This isn't any better than slogging through the single race. It's very hard to care at all.

LIFESPAN:
Well, it's bloody hard. Even the early races will leave you spitting foam and salty bile. If you like games to raise your blood pressure over a period of time, and we mean a *looong* period of time, then this is ace. For sane people this'll go part-exchange within days.

MAKING A SPLASH

Sea-Doos versus Jet Skis... almost. *Jet Ski Riders* lets you do both, but you'll struggle to bother after you've bumped your way through one of the convoluted courses. *Splashdown* wets your face with quality the moment you dip in. Decent racing, some quality water effects and a stunt mode that doesn't limit you to riding backwards and waving. The fact that both games have daft tricks as an afterthought's a shame, but for a water racing experience it's *Splashdown* every time.

ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Delivers high-intensity batting in spades until its premature conclusion.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Competent next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launching on the back of a successful film.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull... even for kids

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Not classic due to a repetitive structure and short lifespan

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped

JAK AND DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
BEST PLATFORMER Massive, gently enthralling and fun. PS2's first must-have platformer.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue**> #10 — 73
Visually beautiful with well-machined gameplay.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design.

RAYMAN M
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
It's a racing/platform/shooter... and a right old mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzles don't have to be slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Ultimately little more than a buffing of the classic game.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
A cash-in with pride that actually stinks of quality and does the job properly. Still a ropey gameshow, mind.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
Not an essential purchase. If you're having a party and don't fancy Trivial Pursuits then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Comes out smelling of entertainment rather than drudgery

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> Squaresoft
Version> NTSC **Issue**> #14 — 90
BEST RPG Stunning CGI, revised battles and life-consuming plot

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations, unfortunately let down by shoddy graphics and a camera that'll drive you to genocide.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> # 11 — 47
Encouraging, but looks terrible and it's very linear

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> # 11 — 18
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> # 10 — 86
Rammed with stuff to do, humour and significant extras.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> # 15 — 63
Big, dumb knockabout fun that plays like a diet *Twisted Metal*.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> # 18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

REZ
Publisher> Sony
Version> PAL **Issue**> # 18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03 — 77
Short, sharp play won't keep you buzzing indefinitely.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> # 16 — 67
A few extras and link-up play add some depth, but after an evening with this you'll have had your fill. Rent only

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> # 16 — 78
A fantastic coin-op conversion that eclipses the original in every possible way.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> # 14 — 70
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> # 16 — 67
Falls way short of its high-flying pretensions due to a limited, low-level, mission structure

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> # 13 — 80
Fast and frenetic – we like the way this sick carnage plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> # 11 — 29
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> # 15 — 65
Thorough and insightful like the man himself, but also likely to get up your nose after a while.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Enough depth to stimulate for quite some time – but it's still capable of running itself without any help from you.

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> # 10 — 72
A quality two-player game of hardball.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> # 18 — 64
A bit ropey looking and retro but competent.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> # 18 — 41
A real ham-fisted effort that's rotten to look at and play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> # 14 — 76
Bugs aside, this still has some impressive moves on PS2.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang up to date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> # 15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> # 16 — 69
A more realistic feel and enticing multi-player thrills don't make up for flawed play and patchy presentation.

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> # 12 — 07
Rubbish game, repackaged and aimed at young fans. Arse.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Incredible character models are compromised by some nasty graphical glitches.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> # 18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> # 15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 — 72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> # 17 — 70
Squeakier plimsolls and legible tattoos don't enhance a roster update. A shameless reflection of money in sport.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> # 11 — 74
A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun.

NHL 2002
Publisher> EA
Version> PAL **Issue**> # 15 — 70
The gameplay's tight and the visors shiny.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> # 16 — 72
Not as po-faced as *NHL 2002*, but still a belting title that transcends its steep learning curve.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> # 16 — 95
BEST FOOTBALL TITLE Near faultless in execution bar the rubbish commentary

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Anything that looks this good and makes you laugh demands attention.

RUGBY
Publisher> EA
Version> PAL **Issue**> # 10 — 80
A damn fine – if a little simple at times – game of rugby.

SHAUN PALMER'S PRO SNOWBOADER
Publisher> Activision
Version> PAL **Issue**> # 18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06 — 29
Absolutely awful.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> # 16 — 95
Brilliant. Edgy, funky, cool with outrageously compulsive gameplay and riotous effects.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
If you like a round with ludicrous cartoon characters, then this is for you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> # 14 — 71
Deceptive playability and with some excellent detailing, but the occasional flaw limits the long-term appeal.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> # 17 — 96
A trick-packed challenge with sufficient visceral impact to delight casual and die-hard gamers alike.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> # 12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> # 18 — 48
A competent footy game overwhelmed by irritating flaws

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> # 14 — 80
This realistic boxer falls just short of greatness, held back by some bizarre bugs. Still a hard-hitting challenge, mind.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> # 14 — 76
Captures the atmosphere and realism of the game.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> # 15 — 76
Not a beauty by any stretch of the imagination, but overflowing with tactical subtlety and brain-warping challenge.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

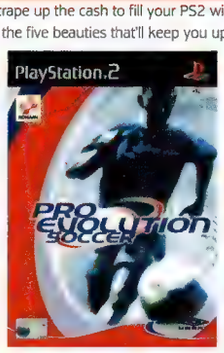
UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> # 10 — 90
If there's music in your soul, this disc belongs in your PS2

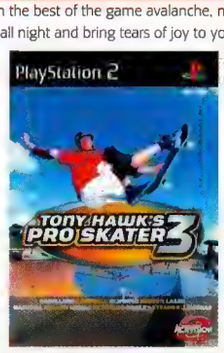
SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

01 > SSX TRICKY
Probably the most complete PS2 experience. If it's not brand new, then it's completely revamped. We want to marry it.



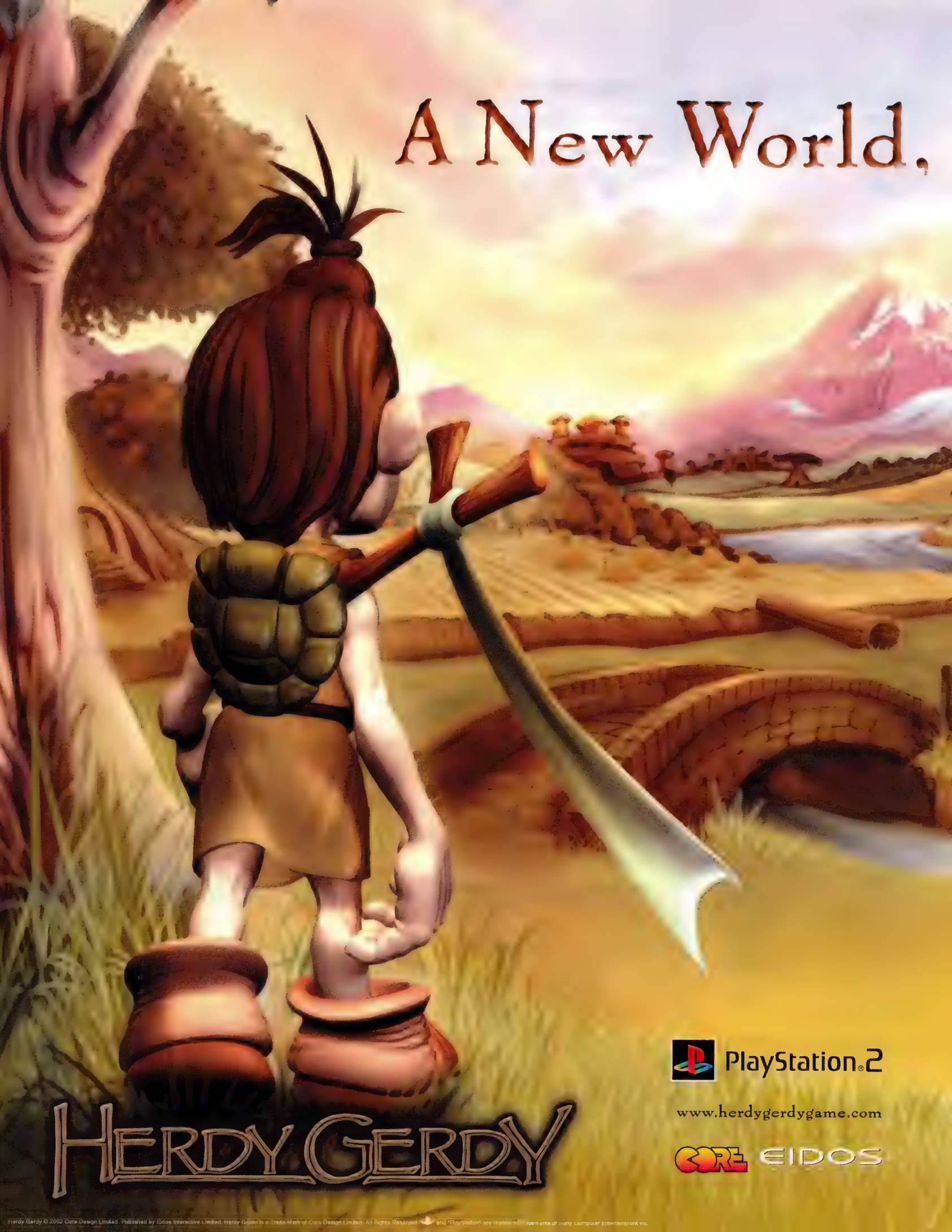
02 > PRO EVOLUTION SOCCER
Buy a MultiTap 2, *now*. Splitting a defence in two has never felt so real. Pure football in every sense.



03 > TONY HAWK'S 3
Absolute genius. Masses of tricks, characters, modes, extras *and* it's on-line. Think you're good? See Pro Dojo on pg80

04 > GRAND THEFT AUTO 3
Deviant, anti-social and a right mischievous little bugger. Which is probably what makes it so ace.

05 > GT3
Not a radical departure from *GT2*, but it's gorgeous, insanely fast and handles beautifully. The perfect driving dream.



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A New Hero

'Herdy Gerdy is probably the most original game on the PlayStation2 release schedule.'
Official PlayStation2 Magazine

"...excitable types are already tipping Herdy Gerdy to conquer PlayStation 2 with the same blend of charm and guile as Zelda used on N64." PSM2

"There really hasn't been a game like this in years." PlayNation

'You've never seen anything like Herdy Gerdy...this is easily one of the most striking titles on the PS2...'
PSW

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

NO TIME FOR LOVE, DR JONES - WE'VE GOT GAMES TO TIP...

DUNCAN

It's the end of January, and the PSM2 team's in that odd limbo between breaking all our new year's resolutions and fending off sackloads of Valentine's cards.

Enticing as all the boxes of truffles, scented handkerchiefs and marriage proposals are, we've barely got time to open them, let alone respond. Because we love you, the readers – not in a scary, bunny-boiling way, or an unconvincing nostalgia-show-pundit way, but in that platonic, 'You're my besht mate' way that only comes with a shared devotion to late-night gaming and a gut full of cheeky sleeves..

Only a week ago, Dan missed the ceremony at his impending marriage to Princess Stephanie of Monaco because he was obsessively trying to crack six million on Skater Island. Duncan's had to call the police to remove the crowds of enamoured women milling around his house and distracting him from *GTA3*. Even the normally suave MC Hawkins spurned the advances of BBC monkey-woman Charlotte Uhlenbroek when she tried to drag him away from *Agent Under Fire*.

There's always time for stalking, mind. We're not completely immune from the occassional, flirting infatuation, as Jonnie's constant references to the beautiful new loves in his life will testify. That boy and *GT Concept* – he always did like a touch of the exotic and unobtainable.

It's a tough job, but we do it anyway, because we love the mag, games and you. Yes, you. **PSM2**

NEED HELP?

Are you cack handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

HEART OF GRASS: There're some class players to unlock in *Pro Evo*. Even Gary Lineker's there.

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Feeling a little unloved and lonely? Then spread your arms for a comforting tips hug. There, there...

PRO EVOLUTION SOCCER

Forget the fancy boys like Beckham, Totti and the million quid-rated kids that you get today. Unlock these Classic teams to bring back the time when football was a man's game, played with nut-hugging shorts and bad perms. Oh, the memories.

European Classic Team
Win the European Cup as England.

Holland Classic Team
Win the European Cup as Holland.

Germany Classic Team
Win the European Cup as Germany.

Brazil Classic Team
Win the American Cup as Brazil.

Argentina Classic Team
Win the American Cup as Argentina.

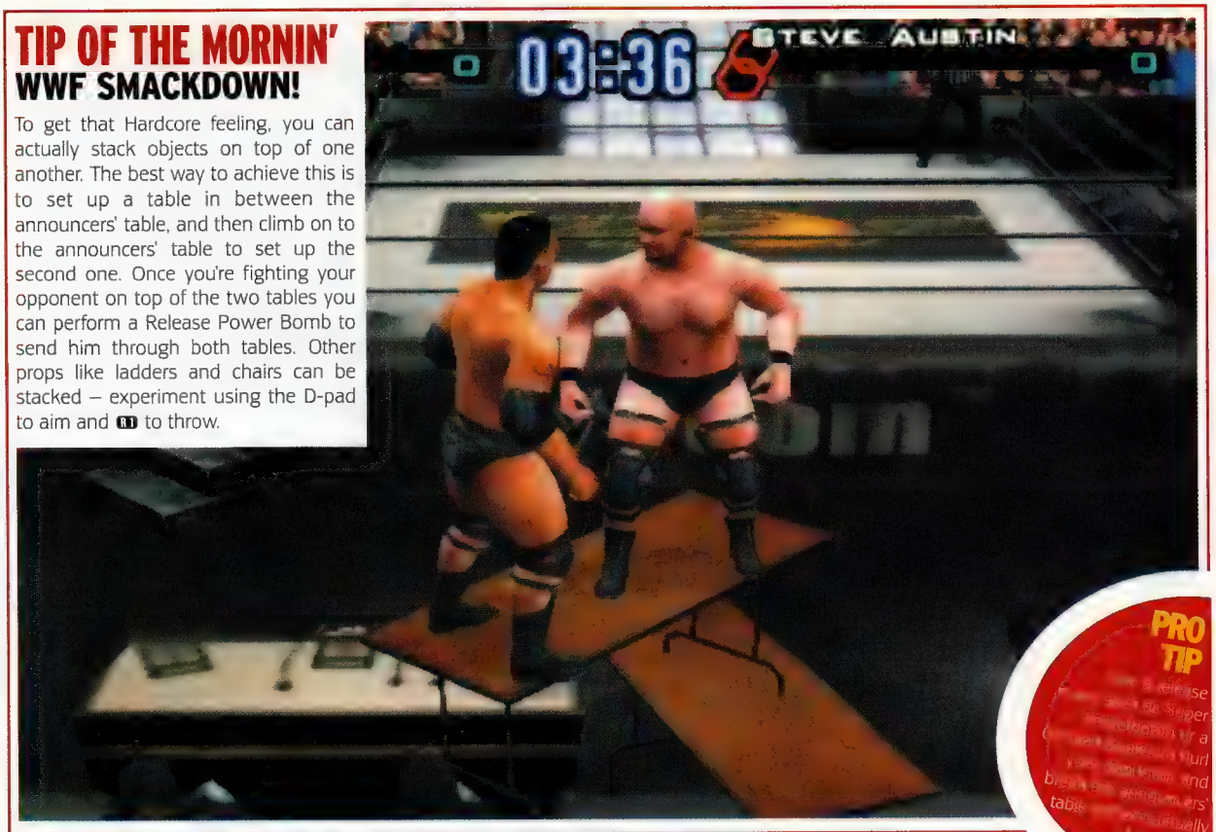
World All-Star Team
Win the International Cup as any team.

European All-Star Team
Win the International Cup as France.

CUP A LOAD: It's well worth plugging through all the national cup competitions. Fun, too.

TIP OF THE MORNIN'
WWF SMACKDOWN!

To get that Hardcore feeling, you can actually stack objects on top of one another. The best way to achieve this is to set up a table in between the announcers' table, and then climb on to the announcers' table to set up the second one. Once you're fighting your opponent on top of the two tables you can perform a Release Power Bomb to send him through both tables. Other props like ladders and chairs can be stacked – experiment using the D-pad to aim and L1 to throw.



PRO TIP

PLEASED AS PUNCH: Despite its flat looks there's a surprising amount of depth in this fighter.

CAPCOM VS SNK 2:
MILLIONAIRE FIGHTING 2001

Feeling punchy? Then look no further than this 2D scrapper for some ample aggression. Heed these handy hints to unlock the secret characters and modes.

Unlocking the Bosses
Hidden Bosses can be used once you've defeated them. To make them appear, meet two of the following conditions:

- Achieve over 1500 GPS by the end of the game.
- Defeat the Middle Boss (Geese or Bison/Vega).
- Achieve at least one Finest KO.

Note: if you play with a Capcom groove you'll get God Rugal, and if you play with an SNK groove you'll get Shin Gouki.

Custom Grooves
You receive the Custom Groove option once normal Gouki or Rugal has been defeated. They only appear once you've met two of the following conditions:

- Achieve over 1000 GPS by the end of the game.
- Achieve four or more special KOs.
- Middle Boss has appeared.
- Achieve two or more LV3 super combo KOs.

Random Groove
Press START at the Groove selection screen.

Boss Challenge Mode
Defeat and unlock both God Rugal, Shin Gouki then hold ▲+R2 while selecting Arcade mode.

Extra Options
This becomes available once you manage to clear Boss Challenge mode with no continues.

Infinite Custom Groove
Once you've defeated all characters straight in survival mode the custom groove option settings will become infinite.

Victory Quotes
Hold START+FP after winning a stage to make your character say an opponent specific quote. Hold START+FK to make the character talk with a team member.

WORLD RALLY CHAMPIONSHIP

If pitting your driving skills against some of the toughest terrain known to cars isn't exciting enough for you, then perhaps fiddling with its perfectly crafted physics will help. To enter these codes go to the 'Extra' option and select 'Codes'.

Greater acceleration and maximum speed .....**EVOPOWER**
High pitched commentary**HELIUMAID**
Cars with no chassis ....**THATSSTUPID**
Flying cars in replays....**FLOATYLIGHT**
Overhead camera .....**DOWNBELOW**
Reversed camera .....**ONTHECEILING**
Underwater graphics..**WIBBLYWOBBLY**
Psychedelic graphics...**IMGOINGCRAZY**

EDUCATIONAL PSM2

OTAKU SPEAK

LEARNING JAPANESE WITH THE AID OF PS2 GAMES

#2 Hitting people with Akuma

"Body ga amei ze!"
"Your body is weak!"
"Orusu da ze!"
"You are not paying attention!"
"Garaaki da ze!"
"You left yourself wide open!"
"Ore no... kachi da!"
"Victory is mine!"
"Messatsu!"
"Murderous!"
"Gou ZanKuu!"
"Overpowering slashing air!"

"Haji to shirei!"
"A disgrace!"
"Shoushi!"
"Ridiculous!"
"Ware wa Ken no kiwameshi mono!"
"I am the master of the fist!"

NEXT ISSUE
...ling with the Data Be Bops from *Dance Summit 2001*. Oh yes.

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2
You must enter the M code for these AR2 codes to work.

SSX Tricky (M)
0E3C7DF2
1645EBB3
0C0F4F75
F8FCFDFD

Infinite Time
3C9B3363
BA332B16
(Don't use in Race Mode)

All Characters Max Stats
3C2A927B
F8FCFEF1

Full Boost Bar-Show Off
3CA6DE77
F8FCFEF4

Unlock Everything
3C2A926F
F8FCFEF1

Ludicrous Score-Show Off
3CA6DFDF
7FFFFFFF

Full Boost Bar-Race
3CB544F7
F8FCFEF4
3CBFE977
F8FCFEF4
3CD53477
F8FCFEF4
3CAA9E77
F8FCFEF4

Pro Evolution Soccer (M)
0E3C7DF2
1645EBB3
0CEA5137
F8E7FF2F

Home Team Score 99
ED1FF551
F8FCF3FF
1D19349A
F8FCFE53
Press L1

Infinite Transfers
1D1EC23B
F8FCFE53

Win All Trophies
1D194B0B
F8FCFEFF

Infinite Money
2D1EAB97
F8FCFBD7

Unlock All Teams
1D194BFF
F8FCFEFF

Crash Bandicoot 4: Wrath of Cortex (M)
0E3C7DF2
1645EBB3
0C13BB97
F8FCFDFD

Space Gravity
3C5A575F
320CE1CE

All Moves/ Powers
3C5A3A03
F8FCFEF1

99 lives
3C5A4E07
F8FCFE53

Open Up All Areas
2C4FDFEB
F8FCFEFF

Invincibility
3C5A3AF7
F8FCFEF1

2C4FDFEF
F8FCFEFF
2C4FDFF3
F8FCFEFF

Invisibility
EDCA2B79
F8FCF3FF
3C5A4007
F8FCFEF1

2C4FDFF7
F8FCFEFF
2C4FDFFB
F8FCFEFF

TEST ZOE

Test the lass from *Agent Under Fire*. She's a right one.

REAVE IT OUT: It's all about resisting the temptation to bother the ravens.

ESCAPE FROM MONKEY ISLAND

Dear PSM2

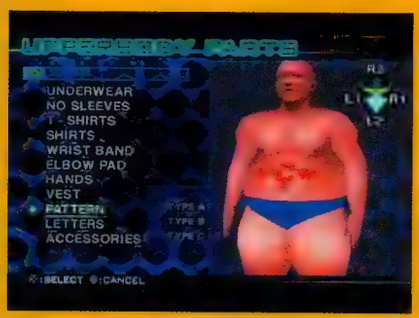
I'm currently stuck. I've got the coconut, weed cutter and the banana picker and have entered the Stone Monkey Head, but can't use the control panel. I've already used the weed cutter to start up the boiler – can you help me solve my problem?

Gary Wilson,
Preston

The object you need to put in the control panel is the Melee Island Gubernatorial Seal. To get this you have to help Herman Toothrot regain his memory by throwing a Coconut, a Milk Bottle and an Accordion at his head – here's how:

The Coconut can be found next to an old hut, just north of where you first start on Monkey Island. When you head towards the castle in the cliff, take note of the cut-scene when the monkey throws the milk bottle into the islands. It should land on the top right-hand one. Head inside the castle, use the Banana Picker to get the Shields. Go across the bridge, speak to Father Rasputin until you can try the lava plunge. At the bottom of the plunge use the Banana Picker to get the milk bottle. Lastly use the Shields to amuse Jojo Jr's musical monkey pal to get his Accordion. Next time you see Herman throw all three at this head, talk to him and get the Seal.

If you still feel like monkeying around, I know the whereabouts of some coconuts you could chuck about ...



LOGO A GO-GO: Sneak round that license red tape by creating the WCW and ECW logos yourself.

SOUL REAVER 2

Dear PSM2

I'm having a right 'mare with *Soul Reaver* on PS2. I'm on the Dark Forge bit and I've managed to solve the puzzle but I can't seem to exit the forge which is very frustrating. Can you help or am I doing something wrong?

Dave Robertson,
Leicester

There're two ways to solve your current problem. Firstly – next time you replay the Dark Forge take care to avoid the ravens that you find outside the Forge. For some reason if you disturb them the game won't let you exit. Once you've completed the puzzle, use the Dark Reaver to open the door.

The second method involves switching between realms. Firstly open the Forge Door then switch to the Spectral Realm and enter. Then get some distance between yourself and the entrance and go back to the Material Realm – this will leave the doors open. Solve the puzzle and return to the Spiritual Realm when leaving the Forge to prevent the doors from closing on your approach. The second method's a bit messy so we recommend avoiding the temptation to bother the birds.

Ooh, I just love playing games that involve impalement. You rogue!

WWF SMACKDOWN! JUST BRING IT

Dear PSM2

I was playing *Just Bring It* and creating the ultimate Heel (Bad Guy) Group. I found the perfect way to make them by giving them opposing colours. Look in the Pattern B section, and you'll find the ECW logo split into three parts (53, 54, 55). Normally I wouldn't have a problem with it, but the excuse for not having wrestlers from the Invasion angle was that they couldn't get the licensing from EA Sports and Acclaim.

Richard Swaysland,
Via e-mail

Spotters badge for you Richard, along with many thanks for sharing your knowledge. And with knowledge comes power – the power to make ECW wrestler Tommy Dreamer, as we've demonstrated on pg90. Incidentally, we *think* Yuke's can get away with this because the whole ECW and WCW logos (patterns 51-3, wrassle-fact fans) don't appear in their entirety.

I don't know how to thank you – I'm sure you'll think of something ...

PRO EVOLUTION SOCCER

Dear PSM2

In your *Pro Evolution Soccer* tips section (PSM2#17), you mentioned a few tricks that aren't in the manual, such as ⊡ then ⊗ for a quick turn. How many more of these hidden tricks are there? Also how do you perform a one-two? In the manual it says L1 then ◎, but this just produces a long hoof.

Oliver Tracy,
Via e-mail

To open up the tightest defence like a packet of crisps you have to learn the ways of the one-two. To activate it press L1+⊗, then tap △ to return the ball. That's the mechanics, but to really master it we've found it's best to play the one-two between two strikers, with the receiving attacker slightly ahead of the runner.

Remember you can tap △ at any time, so it's best to shield the ball and delay the delivery to give the runner time to get in a decent position to receive the ball. But be warned – delay too long and you'll risk being caught offside.

***With my help, Oliver, you'll soon be the ball-master you so achingly want to be.* Mmm-hmmm ...**

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

CRASH BANDICOOT WRATH OF CORTEX: After you've defeated the boss in Level 4 and earned yourself the bazooka, return to Level 1, Arctic Antics. Shoot the three woolly mammoths to get extra lives.

JAK AND DAXTER: Get 100 or more power cells and complete the game and you'll be able to see an alternate ending. Remember, all 100 *have* to be collected or you won't be able to unlock the secret one...

18 WHEELER AMERICAN PRO TRUCKER: Successfully complete each of the four parking levels to unlock an additional parking level. Successfully complete the bonus parking level to unlock a sixth.

BURNOUT: If you successfully complete the Championship mode just the once, you'll unlock a Face-Off mode against the Roadster. Win the Face-Off and you'll unlock this monster as a playable vehicle.

ACE COMBAT 4 SHATTERED SKIES: Get a third colour scheme by defeating the enemy Aces. There's one on each mission. They're hard to find, so hunt for them in the Free Mission option, then complete the mission.

LEGENDS OF WRESTLING: To Unlock all the game's hidden wrestlers tap in this combination at the Main Menu – ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, ⊡. This should put you in nostalgia heaven.

MAX PAYNE: You can't be killed while performing a shootdodge, so if there's no escaping from a grenade, perform one just before it explodes. You'll lose all your health but live to kill even more goons.

WATER WAY TO GO: Extra stuff's often to be found if Dante goes for a paddle.

PAIN MAIL: If in doubt, smash everything - there are always orbs to be had.

SLASH GORDON! トクセンジョウホウ

DEVIL MAY CRY

If you want Dante to reach his peak, make sure you know your orbs and where to find them.

Dante, the star of Capcom's acrobatic slash-em-up, needs Blue Orbs to keep his health bar full. Each orb's split into four fragments which must be gathered to form a whole one. Go get 'em, tiger. Grrrr...

OUTSIDE THE CASTLE

- Just before the first mission commences you'll find the first fragment in a small pavilion on a bridge you use to approach the castle.

MISSION ONE

- In the great hall on the left-hand side of the stairs. You'll need to pull off a jump kick to reach it.
- Directly after you've unlocked the first set of doors, there's a fragment in the third set of breakable armour from the left in the barricaded room.
- In the room with the three-hole mechanism, in the left-hand pool of water.
- In the Aeroplane room on the right wing of the Aeroplane.

MISSION TWO

- In the Time Statue part of the long corridor, there's one under the table right next to the Statue.

MISSION THREE

- Just after the bridge breaks, right in front of the tablet at the far end.
- Above the doors on the highest part of the bridge. Jump to the highest point and then use the Stinger attack.

Secret Mission 1 – Critical hit

- Drop into the water near the broken bridge.

MISSION FOUR

Secret Mission 2 – Phantom Baby

- When you've defeated the Phantom, re-enter the area where you originally fought him.

Secret Mission 3 – Phantom Baby 2

- After you've completed the first Phantom Baby go to the Time Statue at the far end of the corridor.

Secret Mission 4 – The Three Beasts

- Next to the Aeroplane take the lift to the room below.
- Just after you gain the Untouchable you'll find one in the highest tower on the ledge above the door.

MISSION SIX

- It's above the ruins that you'll find at the dead end right at the start.

MISSION SEVEN

Secret Mission 5 – One-Eyed Demon

- Once you've completed Mission 6 return to the pipe room where you found the rusty key.

MISSION EIGHT

- In the room where you found the Trident there's one on the ledge above the horse statues.

JR BLUE WING: Double-jump onto the biplane for the final part of the first mission's orb.

- In the right hand pool after you've past the barricade.

MISSION NINE

- Find the a tombstone just to the right of the Courtyard entrance. Hit it repeatedly to uncover it.

MISSION ELEVEN

Secret Mission 6 – Wandering Ghost

- Return to the garden courtyard where you completed Mission 10.
- Just to the left of where you start, inside the gated area.
- You'll receive a fragment once all the Blades in the well have been defeated.

MISSION TWELVE

- In the air at the front of the ship, stinger jump from the nearest mast.

MISSION THIRTEEN

- Just below the door that takes you to the ship's deck.

MISSION FOURTEEN

Secret Mission 7 – Water Cell

- Go back to the cabin in the ship and examine the Captain's remains.
- Just after you leave the ship, in the right hand pool of water.
- As you leave the elevator there's on the cliff to the right.
- In the multi-levelled area on the right at the far end of the bridge.

MISSION FIFTEEN

Secret Mission 8 – Reaper's Treasure

- Examine the picture in the spiky corridor where the Shield Emblem is.
- In the Blue Emblem area just behind a destructible wall.

- In the Red Emblem area, jump underneath the stand, which should cause the fragment to drop down. Do this before taking the item from the stand.
- Before the battle with the Griffon get this piece on the very top of the Colosseum.

MISSION SIXTEEN

Secret Mission 9

– Stairway of Tranquillity

- Go back to the Colosseum after fighting the Griffon.
- In the first area of the Great Hall to the right of the staircase.
- Take a flying leap off the horse statue in the Great Hall.
- Jump under the head that you find in the long corridor, right in front of the Time Statue.

Secret Mission 10

– Shadow of Darkness

- After beating Nightmare go back to the Aeroplane room.
- In the Bedroom just after you used the Staff of Hermes, right next to the bed.

MISSION SEVENTEEN

Secret Mission 11

– Blue Gem in the Sky

- Use an Air Raid to get yourself across the broken bridge.
- On the terrace on the far right side of the Dragon Room.

MISSION EIGHTEEN

- At the start of the level inside the barrel found in the third room along.
- Go to the staircase with the dead end in the tower and you'll find a fragment on a sticky out bit.
- There's a fragment in the Philosopher's Room, right at the far end, to the left.

MISSION NINETEEN

- In the Mirror World on a ledge next to the Tower.
- Just after you've collected the first fragment you'll be able to reach this one using an Air raid. **PSM2**

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round...

NEW LEAGUES

The Dojos always on the lookout for new talent, so if you've got a bit good, send us your scores looking for your achievements in World Rally Championship and Agent Under Fire.

WIN! ACTION REPLAY Look. We know you're a modest lot, but we like to know who we're giving away our, frankly, marvellous Action Replay kit to. Send us a picture of yourself, or you're not winning anything. Go on.

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the funky togs. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us evidence of your gaming genius, and we'll immortalise you in the leagues you see printed here every month.

Unfortunately, allegations of cheating mean we can't simply accept photos of the hi-score tables any more – it's got to be your entire run. Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

There's a flipside to our ruthless demands for video proof – real experts will be included on our DVD for the world to goggle at. Imagine that – you showing gamers across the globe how to nail those hi-scores. **PSM2**

HOW TO ENTER

To get in the dojo, just send us a completed entry form with a video of your performance. Simple! See our guide below if you don't know how. If you're sending in a photo, write your name on the back of it to make sure it doesn't get lost. The address is:

Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

This time, the closing date for entries is **Thursday 28th February** – get those entries in. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

1. **Plug the lead you got with your PS2 into your video recorder. The best place to do this is the SCART lead, so you might have to unplug your satellite connection.**
2. **Once you're connected up, start your PS2 and set your video to whatever input you normally put it into – usually AV1 or AV2. Then set the TV to your video channel.**
3. **Bingo. Now press record and you're taping PS2 on your TV. Let gaming commence – and send us something mind-blowingly brilliant for inclusion on the DVD.**

SSX TRICKY

Uber boards, full stats and the best characters seem to be a standard in this league – but we're expecting scores to be hitting the millions by next issue...

TOP SCORES

Snowdream	878,310	Craig Taylor
	764,000	Gareth Russell
	652,440	Carl Musgrove
Elysium Alps	637,090	Craig Taylor
	628,200	Gareth Russell
	590,660	Carl Musgrove
Merqury City	615,650	Gareth Russell
	595,610	Craig Taylor
	585,975	Carl Musgrove
Mesablanca	515,870	Craig Taylor
	380,081	Gareth Russell
	368,530	Carl Musgrove
Tokyo Megaplex	464,690	Craig Taylor
	449,245	Gareth Russell
	384,495	Carl Musgrove
Pipedream	861,420	Craig Taylor
	855,900	Gareth Russell
	848,380	Carl Musgrove
Garibaldi	705,870	Craig Taylor
	680,081	Gareth Russell
	668,530	Carl Musgrove
Alaska	664,690	Craig Taylor
	649,245	Gareth Russell
	584,495	Carl Musgrove

TOP TIMES

Snowdream	2'07"66	Carl Musgrove
	2'10"12	Daniel Hurtley
	2'12"10	Andy Lyle
Elysium Alps	4'59"10	Gareth Russell
	5,21"30	Carl Musgrove
	5'23",63	Andy Lyle
Merqury City	3'28"76	Gareth Russell
	3'29"43	Carl Musgrove
	3'32"54	Andy Lyle
Mesablanca	2'22"76	Carl Musgrove
	2'25"43	Gareth Russell
	2'29"54	Andy Lyle
Tokyo Megaplex	464,690	Carl Musgrove
	449,245	Gareth Russell
	384,495	Andy Lyle
Aloha Ice Jam	1'40"75	Carl Musgrove
	1'41"32	Gareth Russell
	1'45"34	Andy Lyle
Garibaldi	2'39"54	Carl Musgrove
	2'40"43	Gareth Russell
	2'46"65	Andy Lyle
Alaska	4'23"93	Carl Musgrove
	4'26"34	Gareth Russell
	4'30"22	Andy Lyle

CRAZY TAXI

ARCADE MODE

$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles
$31,138.66	Sigbjorn Henning
$23,321.17	Aaron Conway
$20,459.36	Jamie Corey

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory
90 Wins	Jin and Julia	Dan Atherton

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton
3'11"40	Law and Paul	Sung Jun Han
3'28"24	Jin and Jun	Matthew Brown
3'56"70	Paul and Heihachi	Darren Heron

SSX CHAMPIONS LEAGUE

	TOP SCORES		TOP TIMES		
Snowdream	487,750	Mathew Bevan	Snowdream	1'48"15	Daniel Hurtley
	429,190	D Mackay		1'52"22	David Mulholland
	400,170	Paul Woodall		1'53"80	B. Henriquez
	364,000	Daniel Hurtley		1'53"72	Lu-Hai Liang
	352,360	Marc McKeown		1'53"83	Marius Cheek
Elysium Alps	833,240	Sam Payne	Elysium Alps	3'49"95	Paul Redman
	704,950	Richard Dixon		3'49"99	David Mulholland
	682,950	Mathew Bevan		3'52"72	Lu-Hai Liang
	656,805	Paul Woodall		3'55"14	Iain Jackson
	608,200	Gavin Haywood		4'01"48	Daniel Hurtley
Merqury City	568,845	Paul Woodall	Merqury City	2'31"66	Marius Cheek
	515,500	Mathew Bevan		2'40"62	David Mulholland
	486,975	Gavin Haywood		2'43"20	Lu-Hai Liang
	446,040	Marc McKeown		2'45"09	Paul Fletcher
	439,240	Ryan Smith		2'55"30	David Barnard
Mesablanca	506,870	Mathew Bevan	Mesablanca	2'16"09	David Mulholland
	380,081	M Dodsworth		2'16"21	Daniel Hurtley
	368,530	Marc McKeown		2'22"82	Jack Pope
	357,100	Paul Woodall		2'23"01	Amanda Offord
	328,225	Ryan Smith		2'24"12	David Mulholland
Tokyo Megaplex	500,600	Sam Payne	Tokyo Megaplex	2'44"90	David Mulholland
	467,715	Paul Woodall		2'46"14	David Hipperson
	464,690	Mathew Bevan		3'07"11	Marius Cheek
	449,245	Gavin Haywood		3'09"53	Daniel Hurtley
	384,495	Paul Woodall		3'15"98	David Mulholland
Pipedream	700,670	Mathew Bevan	Aloha Ice Jam	1'33"29	Mike Williams
	676,360	Paul Woodall		1'38"70	David Mulholland
	665,720	Mathew Bevan		1'41"22	Marius Cheek
	661,420	Paul Fletcher		1'44"60	Paul Redman
	637,531	Gavin Haywood		1'44"77	Lu-Hai Liang
				1'52"27	Daniel Hurtley

TIMESPLITTERS

STORY MODE (NORMAL)

Level	Top Times		Level	Top Times	
Tomb	1'18"1	John Norman	Village	0'29"9	David Peacock
	1'24"4	C Minshaw		0'30"6	C Minshaw
	1'53"6	David Peacock		0'32"3	Daniel Nizidek
Chinese	1'23"5	John Norman	Chemical Plant	0'24"2	John Norman
	1'55"7	Peter Nickson		0'28"7	David Evans
	2'02"2	David Peacock		0'31"6	Daniel McCabe
Cyberden	1'07"1	John Norman	Planet-X	1'09"8	John Norman
	1'09"5	David Evans		1'13"0	Peter Nickson
	1'12"7	Michael Mitchell		1'13"9	David Evans
			Mansion	0'58"4	John Norman
				1'27"1	Michael Mitchell
				1'29"0	Daniel McCabe
			Docks	1'13"5	Peter Nickson
				1'28"2	Daniel McCabe
				1'22"1	Steven Drew
			Spaceways	0'58"7	John Norman
				1'00"7	David Evans
				1'01"0	Tim Preston

DEAD OR ALIVE 2

SURVIVAL MODE		TIME ATTACK MODE	
100 Wins	Daniel Drysdale	1'14"72	Jan M de Vlas
47 Wins	Stephen Rutter	1'17"27	David R Holt
43 Wins	James Cosgrove	1'24"42	Miles O'Owyers
31 Wins	David Johnson	1'25"97	David Peacock
28 Wins	Uche Okike	1'27"94	Alan Conell

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

1,304,050	Daniel McBride
1,120,110	Douglas Furnace
774,322	Chris Wade
769,505	Paul Gutteridge
702,623	Andy Townsley

CANADA

921,022	Daniel McBride
900,212	Douglas Furnace
821,001	Paul Gutteridge
801,576	Chris Wade
754,438	Lee Tippitt

RIO

734,032	Daniel McBride
765,432	Chris Wade
324,003	Douglas Furnace
288,265	Lee Tippitt
223,032	Josh Bradbury

SUBURBIA

679,039	Daniel McBride
681,030	Chris Wade
600,433	Douglas Furnace
567,451	Paul Gutteridge
348,032	Jonny Fairclough

AIRPORT

304,022	Daniel McBride
234,045	Douglas Furnace
205,212	Chris Wade
201,024	Paul Gutteridge
190,465	Jonny Fairclough

TOKYO

567,021	Daniel McBride
452,021	Douglas Furnace
345,223	Chris Wade
320,123	Andy Townsley
299,234	Jonny Fairclough

L.A.

745,343	Daniel McBride
431,658	Chris Wade
422,122	Douglas Furnace
310,409	Paul Gutteridge
292,324	Jonny Fairclough

CRUISE SHIP

802,452	Daniel McBride
672,214	Douglas Furnace
602,231	Chris Wade
421,454	Paul Gutteridge
393,955	Lee Tippitt

SKATER ISLAND

783,212	Daniel McBride
456,324	Douglas Furnace
456,355	Chris Wade
452,334	Paul Gutteridge
419,034	Jonny Fairclough

IN THE DOJO

›PLACES FOR FACES

NICK MARSH
Devon

We often associate old age with stiff joints and bad co-ordination, but this 35-year-old gaming codger managed to chalk up some great times in Ridge City.

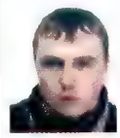
MATHEW BEVAN
South Wales

The hairstyle may be vintage Westlife, but that didn't stop 21-year-old Mathew from recording a monster 700,670 score on Pipedream in our *SSX* league.

DAVID MADDOCKS
Liverpool

Aside from lurking menacingly in footballer's dressing rooms, young David also likes to mangle a few limbs in *WWF Smackdown!* as his scores testify.

PATRICK FAY
Warwickshire



He may be a dead ringer for young Tyrone Dobbs off of Corrie, but this guy is rock hard on the *Smackdown!* circuit. Three seconds for a win? Unbelievable.

DAVID PAXTON
Watford

His flat refusal to smile for mum won David a place in our hearts, despite the fact that he thought completing *MGS* in over ten hours was dojo-worthy.

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

GRAN TURISMO 3

NEW CHALLENGE!

Fancy competing on *GT3?* Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'29"641	Amanda Offord
0'29"641	David Mulholland
0'29"641	Paul Woodall
0'29"641	Iain Jackson
0'29"641	David Barnard

MIDFIELD RACEWAY

0'59"749	Amanda Offord
0'59"749	David Mulholland
0'59"749	Paul Woodall
0'59"749	Iain Jackson
0'59"749	David Barnard

SMOKEY MOUNTAIN

1'09"820	Daniel Hurtley
1'09"820	David Mulholland
1'09"820	Paul Woodall
1'09"820	Iain Jackson
1'09"820	David Barnard

TRIAL MOUNTAIN

1'09"820	Amanda Offord
1'09"820	David Mulholland
1'09"820	Paul Woodall
1'09"820	Iain Jackson
1'09"820	David Barnard

SWISS ALPS

1'21"764	Amanda Offord
1'21"764	David Mulholland
1'21"764	Paul Woodall
1'21"764	Iain Jackson
1'21"764	David Barnard

WWF SMACKDOWN! JUST BRING IT

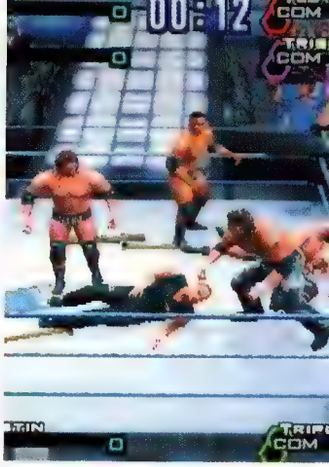
NEW CHALLENGE!

SLOBBERKNOCKER

41 Wins	Jasdeep Sahota
28 Wins	Patrick Fay
27 Wins	Marcel Falzon
25 Wins	David Maddocks
18 Wins	Daniel Slade
17 Wins	Stephen Hawke
16 Wins	Anthony Taylor

FASTEST WIN

0'03"	Patrick Fay
0'06"	Marcel Falzon
0'20"	Daniel Slade
0'25"	Anthony Taylor
0'31"	Stephen Hawke
0'39"	David Bryce
0'56	Hans Bridgeman



MOTO GP

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP
PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP
PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the Right Analogue. It feels weird to start with, but it's the only way to crack the really top times.

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

RIDGE RACER 5

PARKTOWN

0'40"398	Adam Streeter
0'47"103	Nick Marsh
0'47"159	Roger Wilkinson
0'49"675	Kevin Peacock
0'54"599	Nick Reader

OUTER PASS

0'54"152	Adam Streeter
1'04"147	Nick Marsh
1'04"244	Roger Wilkinson
1'08"532	David Maddocks
1'12"526	Nick Reader

ABOVE THE CITY

1'02"578	Adam Streeter
1'10"031	Nick Marsh
1'12"615	Roger Wilkinson
1'17"734	David Maddocks
1'18"510	Kevin Peacock

BAYSIDE LINE

1'31"328	Adam Streeter
1'50"207	Nick Marsh
1'50"756	Roger Wilkinson
1'54"860	Kevin Peacock
2'00"458	David Maddocks

99 LAP RACE

1h 35mins	Pete Stevens
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

ENTRY FORM

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

I've got the following scores...

Game Score

Name
Age
Address

My message to the world is...

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑**
(Now put me on your DVD!)

GAMESMASTER

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GamesMaster's been bringing gamers the latest news, tips, reviews and previews since 1993. We're written by the most experienced game fans around. We know what we're talking about!

JAMES BOND 007 in AGENT UNDER FIRE

PART 1 GOT A LICENCE TO KILL

And you know we're aiming straight for your heart... or the bit of your brain that deals exclusively with acting the hero, with our info-blast of Bond tips.

AIM OF THE GAME

AUF's an easy enough game to complete. The real challenge is finding and performing Bond Moves – those moments when an orchestral sting and a wry one-liner's your reward for dispatching hapless goons in an inventive way. Get enough, and you'll be rewarded with a Gold medal, some shiny kit to play with and a shot at the Platinum level. Plenty of reason to get back in there and cock a smug eyebrow before saving the world... again.

SHAKEN' STEVENS

These are harder versions of the level, with 007 icons to find. If you get enough, you're rewarded with extra toys for the multi-player mode, and we've helpfully listed where to find the lot. *Do* be careful, 007...

WHAT WE SAID...

PSM2 ISSUE #17 Xmas 2001

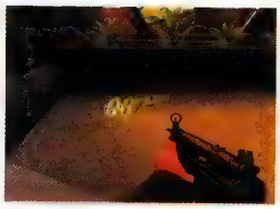
"A skilful mix of driving, stealth and shooting. The Live And Let Die of Bond games – every element thrown in so fast you can't help but enjoy it. Poor multi-player, though."

WHAT WE SAY NOW

Frankly, we find the use of heavy artillery vulgar. If we can't get through a level with charm and a toothpick, we cry.

88

MISSION ONE



ICON BOOGIE: You can usually miss a couple of icons and still get Platinum.

SCOPE ON A ROPE: The sniper rifle's ideal for hitting crates and explosives.

TROUBLE IN PARADISE

BOND MOVES

- Open the main door with your Q-Decryptor.
- Use the Q-Claw to get up to the roof.
- Open the locked door with the Q-Decryptor.
- Use the keycard you got from the guard to open the armoury.
- Use the Q-Laser to cut the lock on the gates.
- Shoot the fuel tank on the back of the forklift.
- Shoot the rope that the crate's hanging from.

007 ICONS

- At the end of the ramp on top of the building – accessible by Q-Claw.
- In the room after the first elevator – jump on the crates.
- In the darkened botanical room in the third area to the left near the end.
- In the fourth area, to the left of the ramp leading to the sub pen.

REWARDS

GOLD: Golden Gun
PLATINUM: MP Map – Rocket Manor

MISSION TWO

PRECIOUS CARGO

BOND MOVES

Apart from the following, the most important Bond move's to shoot out the tyres of all the cars that chase you throughout the level.

- Shoot the bloke hanging out of the side of the first helicopter.
- Shoot the barrels next to the blokes on the right when Zoe says 'James, we're surrounded'.
- Shoot the goon hanging out of the side of the helicopter at the roadblock.
- Shoot a rocket into one of the building columns behind the roadblock.
- Shoot the barrels on the left side of the roadblock.
- Shoot the two guys on the catwalk above the entrance to the last room.
- Shoot the barrels on the forklift in the last room.

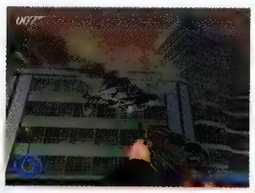
007 ICONS

In the rails missions, the 007 icons appear only if you do certain things – you'll pick them up automatically.

- Destroy the two blue limos forming the roadblock.
- Shoot the helicopter after exiting the warehouse.
- Shoot the goon standing near the end of the street after turning left.
- Subdue all three goons guarding the entrance of the factory.
- Shoot the column without killing the goons after entering the factory.
- Shoot the last fan after the column.

REWARDS

GOLD: Golden CH-6
PLATINUM: MP Game Mode – Golden Gun



TYRE 'N' MANOEUVRE: Aim low - if you take out the car before the wheels, you won't get the bonus points.

MISSION THREE

PUMP ACTION: Look for bonuses in the petrol station.

DANGEROUS PURSUIT

BOND MOVES

- Shoot the barrels to the left of the first roadblock you encounter.
- Shoot the barrels on the right side of the tunnel leading out into the city.
- Coming out of the tunnel into the city, stay to the left. You'll enter an area where the sky is orange, keep going until you pass a big building on the left with a skywalk going over the road. A little way further, on the corner on the right, you'll see a gas station with two guards in front of it shooting at you. Shoot the pumps.
- Use the Q-Smoke to disable one of the cars accompanying the van.
- Disable the van with the Q-Pulse.

007 ICONS

- At start, turn around, head left and look at the end of the alcove.
- Shoot the wooden crate in the middle of the road after the roadblock.
- Head to the convention centre to the left of the warehouse district. The 007 icon is in the small area within the convention centre.
- Just past the convention centre is a gas station with goons surrounding it.
- Down the same street as the convention centre and the gas station, the scenery to the left will change from buildings to trees. The 007's on the sidewalk to the left, right after the scenery changes.

REWARDS

GOLD: Unlimited Missiles
PLATINUM: Stealth Bond

MISSION THREE: THE BEST BITS

CASINO ROYALE: Look out for the glitzy hotel - complete with big staircase and handy Q-Boost...

MISSION FOUR

BAD DIPLOMACY

BOND MOVES

- After going to the second floor and through the kitchen, you'll encounter a laser tripwire. Don your Q-Specs to see the secret panel. Open it, and cut the wires with the Q-Laser. Do this with all the laser tripwires.
- Keep going around to the left and put your Q-Specs on to see a secret door on the left side wall. Open it and go in.
- Go out of the open window you passed before and use your Q-Claw to go up to the second floor.
- Go through the room with the computer and open the door on your right. Now for a cut-scene...
- Pick up the passcode generator Griffin drops after you beat him.
- On your way out, you'll hit another laser tripwire. Same as the first two.

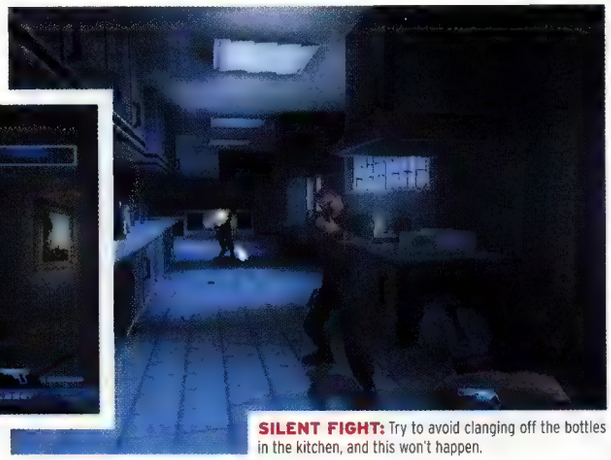
007 ICONS

- On the first floor, past the elevator and past the second guard is a room with darts and a 007 icon.
- On the second floor, head left after leaving the elevator. The 007 icon's on the far side of the rotunda.
- On the second floor, look in the secret room past the window leading to Griffin's quarters.
- On the third floor, in the room just past Griffins room there're several glass displays. The 007 icon's to the right of them.

REWARDS

GOLD: Golden Accuracy
PLATINUM: MP Power-up – Gravity Boots

HOUSE OF LASER: Every security laser's worth Bond points - take out the lot.



SILENT FIGHT: Try to avoid clanging off the bottles in the kitchen, and this won't happen.

MISSION FIVE

COLD RECEPTION

BOND MOVES

- Cut the lock on the first vent cover you find after going through the left door from the main room.
- Get the access card from the bookshelf behind the middle door.
- Use the access card on the computer up the small set of stairs to turn off the data port alarms.
- Take a picture of the little model oil rig near the exit door.
- After using the Q-Claw to enter the first vent, go to the end of the vent and use the Q-Claw again to enter the second vent.
- Use the Q-Remote to get the security door program.
- In the large room with the tanks, kill a guard with steam by shooting a one of the valves.
- Open the security door with the Q-Remote.

007 ICONS

- Push the right-hand button at the start. This opens up the room with the guards where the 007 icon is.
- In the vents that lead from the main room with ML-22 in the window.
- In the mainframe room, just to the right of the stairs.
- In the second area, in the middle of the second set of vents above the cave.
- In the cave past the blast doors, it's on top of the steam vents in the bottom of the cave.
- At the bottom of the cave is a ladder leading to the top of the cave. The 007 icon is at the foot of this ladder.

REWARDS

GOLD: Golden Clip
PLATINUM: MP Model – Guard

PADLOCK 'N' ROLL: Laser off every padlock you see, even if you're not actually going to use the vent.

EARLY DOORS: Don't stand near the doors, or you'll be caught in the crossfire.

MISSION SIX

BLAST OFF: In later missions, taking out barrels isn't worth Bond points - but it's still handy for killing mooks.

NIGHT OF THE JACKAL

BOND MOVES

- After using the Q-Claw to go up to the ledge, jump over to the balcony where the sniper was.
- From the balcony, Q-Claw to the ledge beside the window.
- Use the Q-Claw to get across the street to the embassy.
- Use the Q-Specs to see the secret door behind the Union Jack flag.
- Rescue Natalya Damescu.
- After getting Carla the Jackal to the last point on the catwalk, move to the far right side of the room. Press the button near the crate.
- Shoot the pilot of the gunship with the sniper rifle.

007 ICONS

- In a store window in the same area as the Firensi and the armour.
- In the second sniper's nest.
- In the room where the lady in red hides after being rescued, immediately to the right of the door.
- In the area with the helicopter if fought with, behind the crates.

REWARDS

GOLD: Gold Grenades
PLATINUM: MP Weapon – Viper

FORT APACHE: The scope's the quickest way of taking out enemy choppers.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

MISSION SEVEN

TOUCH ME, I'M SLICK: Get in front of enemies to hit them with the oil – use the Q-Boost.

STREETS OF BUCHAREST

BOND MOVES

- Use the Q-Slicks to get rid of a car chasing you.
- Destroy the two helicopters at the train station.
- On the way to finding the chip, jump the bridge blown out by the helicopter.
- After finding the chip, keep going at full speed into the short tunnel ahead – you should go up onto two wheels and go between the cars.
- After going between the cars, you'll go down some stairs then up a hill with a winding path on it – keep your speed up going up the hill and you'll jump across the road.

IN THE TANK:

- When you enter the large area with guys directly in front of you and a van on the left, shoot the barrels next to the van.
- Kill the first helicopter you come across.
- Kill the helicopter that appears over the bridge.
- When M says that Malprave's men have commandeered a supply train, you'll see a limo and a goon standing beside it on the left side of the road. Shoot the barrels to the left of him.

007 ICONS

- Behind a pillar under the first bridge.
- At the far end of the train area, on the right.
- After picking the locator up, it's in the alcove where the armour and the missiles can be found.
- Floating in mid-air in the area after the microchip.

The next two are in the tank rail area. As before in the second mission, these icons only appear after you accomplish the following tasks:

- Shoot the tanker being followed by two armoured vans
- Destroy both helicopters right before the hotel

REWARDS

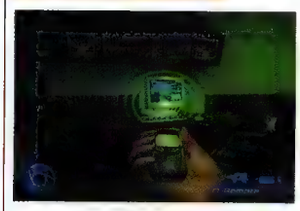
GOLD: Lotus Esprit
PLATINUM: MP Model – Alpine Guard

DESPERATELY SEEKING: Missiles are handy, but look out for the homing rockets.

PRO TIP

Don't shoot Bloch – he's invincible. Just get close to him to make him run, then follow.

MISSION EIGHT



GET WITH THE PROGRAM: Get the program, find the vent, then activate both these cranes *twice each* to get the full set of Bond points.

FIRE AND WATER

BOND MOVES

- Obtain the crane program with your Q-Remote.
- Cut the lock on the door next to the crane program computer.
- Use the Q-Remote to drop the crate hanging directly outside the computer room.
- Cut the lock on the vent to the left of where Bloch stands and yells 'Come on, Bond'.
- Use the Q-Remote to activate the two cranes and lower the crates.
- Cut the lock on the vent directly across from the first one.
- Shoot the pilot of the helicopter with your sniper rifle.
- In the room with the giant pump arms, use the Q-Claw to get up to the platform where you jump onto the arm.
- Use the Q-Claw to go from the catwalk on the huge tank on the right to the other huge tank.
- Use the Q-Remote to drop the crate hanging above the two guards.
- Shoot the pilot of the helicopter who announces he has you surrounded.
- Use the Q-Claw to go right up to the top platform.

007 ICONS

- Immediately after going out of the door from the room where the crane program is, shoot the barrel in front of Bond.
- After going through the chainlink fence, head to the vent to the left. In the room that the vents lead to, the 007 icon is behind the barrels on top of a few crates.
- In the area before the pump room, the 007 icon is hidden below the cranes holding the metal crates.
- In the pump room, look on the far side of the room on the bottom level, on top of the crates behind the ladder leading to the platform on the right side of the area.
- After exiting through the door in the upper level of the pump room, head to the right. The 007 icon's behind a group of barrels.
- In the same area, below the tower with the sniper.
- Up the elevator to the final area where the third helicopter appears, the 007 icon is in the corner of the room behind crates and barrels. Shoot the barrels to get to the icon.

REWARDS

GOLD: Rapid Fire
PLATINUM: MP Weapon – Calypso

SCOPE DODGER: Avoid the tell-tale red laser sights, or you'll lose a third of your health in one shot. Or just take out the bridge he's on.

MISSION NINE

FORBIDDEN DEPTHS

BOND MOVES

- Shoot the blinking red light to open the security door in the first section where you stop.
- Shoot the barrels between the group of guards on the right side of the second area where you stop.
- Shoot the centres of the fans in the tunnel leading to the last area.
- Shoot the red lights on the left side of the same tunnel to turn off the steam.

007 ICONS

- Kill both guards in the first tower.
- Kill both guards in the second tower.
- Destroy all of Bloch's mines.
- Destroy all gun turrets on the ceiling.

REWARDS

GOLD: Golden Armour
PLATINUM: MP Modifier – full arsenal

BUTTON GOON: Hit the red switch early, and avoid dealing with legions of guards.

SUBWAY WE GO: Ceiling guns are deadly - get 'em early, or it's difficult to line up on them.

MISSION TEN

QUIET RIOT: Oddly enough, the guards can't seem to hear the hissing of your Bond laser.

POSEIDON

BOND MOVES

- Cut the lock on the smallest vent cover in the opening room.
- Obtain the system pressure, temperature, and chemical regulator programs using your Q-Remote.
- Press the green button in the control room of the cloning room.
- Use the Q-Remote to apply program changes to the three terminals in the cloning room.
- Press the green button on the left side of the submarine room to lower the stairs.

007 ICONS

- Right at start, Q-laser the larger vent to the left.
- In the second area, shoot the barrels immediately to the right.
- On the bottom level of the second area, just to the right of the stairs leading from the elevator.
- In the third area, to the right of the start is a small room with armour and grenades.
- After that, go down the stairs and immediately turn right. Go around the crates to a small vent. Crawl to the end.

REWARDS

GOLD: Golden Bullets
PLATINUM: MP Model – Cyclops Oil Guard

HACK TO THE FUTURE: Reprogram all the computers with the Q-Remote - but kill everyone first.

MISSION ELEVEN

MEDITERRANEAN CRISIS

BOND MOVES

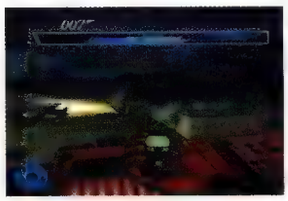
- Cut the lock and enter the vent in Zoe's cell.
- After entering the first hangar, cut the lock on the vent to the right.
- Use your Q-Remote to obtain the Harrier program.
- In the second area where you have the chain link fence to your left, and the railing to the right, use your Q-Laser to cut the lock on the chain link door.
- In the same area, keep following the rail again, and use your Q-Claw when you see the white circle.
- In the room you're in after Zoe says she's found the conference room, look out of the window and use the Q-Remote to fire up the Harrier and toast the guards.
- After leaving that room, follow the path around and use your Q-Claw when you see the white circle thing way up and to the left.
- Shoot the helicopter pilot with your sniper rifle.
- Use your Q-Laser to free the Navy lady.
- Use your Q-Remote to get the missile program.
- After you land, cut the lock, drop down and press the green button to get Zoe out of harm's way.
- Use the missile program to fire the missile and kill the sniper.

007 ICONS

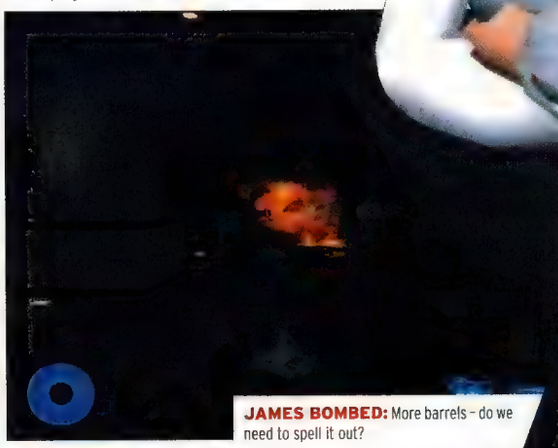
- On a lower level on the outside of the first area.
- In the left cell in the Brig.
- Go into the vent in the right cell of the brig. Follow the vent all the way to the end.
- From the briefing room and up the stairs, go into the vent in the right wall of the first control room and follow it to the end.
- From the control room where you find the Harrier program through the door leading to the side of the ship. Turn right and go down – there's a Q-Claw target near the side of the ship, leading to a ledge. Q-Claw to the target to the ledge.
- Behind the crates on the way to the walkway with the sniper near the end of the area.
- Fall down the hole instead of using the hook to get to Zoe.
- To the far right corner of the area where the super-goons are guarding Zoe.

REWARDS

GOLD: Regenerative Armour
PLATINUM: MP Model – Poseidon Guard



BLOW FRIED: You'll need to get the Harrier program for this.



JAMES BOMBED: More barrels - do we need to spell it out?

MISSION TWELVE

EVIL SUMMIT

BOND MOVES

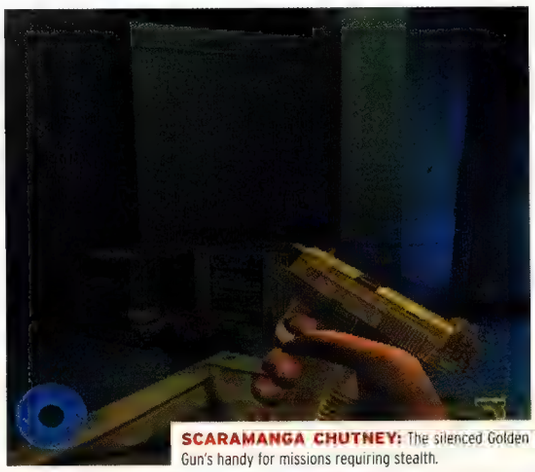
- Cut the lock on the box in the building nearest the start point.
- Get the access hatch program from the left tower using your Q-Remote.
- Swing from the left tower to the right via the cable hook.
- Swing from the right tower back to the building you got the sniper rifle from via the cable hook.
- Open the access hatch using the Q-Remote.
- Cut the bundle of wires at the top of the room with your Q-Laser.
- Rescue the French Prime Minister.
- Rescue the German Chancellor.
- Rescue the UK Prime Minister.
- Rescue the US President.

007 ICONS

- On top of the right sniper tower.
- On top of the left sniper tower.
- On top of the projector.
- At the bottom of the launch room of the French Prime Minister.
- Outside of the far door leading to the German Prime Minister.
- At the bottom of the launch room of the American President.

REWARDS

GOLD: Unlimited Ammo
PLATINUM: MP Model – Carrier Guard



SCARAMANGA CHUTNEY: The silenced Golden Gun's handy for missions requiring stealth.

NEXT ISSUE!

Stuck? Stuffed? Feeling decidedly unsure as you constantly end up on the floor covered in bullets? We'll deal with your 007 FAQs next issue - send them to the usual address. You rogue, you.

TONY HAWK'S PRO SKATER 3

PART 2 PSM2 BOARDS

the nuclear-fuelled elevator to combo heaven, dishing X-rated cheats and guaranteed sick scores. Don't stop at simply succeeding. Dominate.

TONY HAWK'S PRO SKATER 3

AIM OF THE GAME

You might've unlocked every level – and completed 95 percent of the objectives – but the chances are, you're *still* struggling with some of the SICK scores.

If you can't string together 30-second flatland chains, or spill 400,000 point combos like loose change, it's in your best interest to read on.

SICKER, QUICKER

The thing is, even when you've mastered the balance meter, and use exactly the right frequency and pressure of D-pad taps to redress your rider's stability, you're still selling your combos short. Good skaters know which tricks suit which lines and never repeat a move for maximum scores. Come share in the chipped truck secrets of the skating cognoscenti.

WHAT WE SAID...

PSM2 ISSUE #17 XMAS 2001

"This is a ghetto superstar. A trick-packed challenge with sufficient visceral impact to delight casual and die-hard gamers alike – if you've got the patience."

WHAT WE SAY NOW

Every inch should surrender at *least* a thousand points no, make that a million. We want the first *billion* score

96

SPECIALS: THE TOP TEN

The special moves are crucial to making SICK scores, and should be set up using only the highest scoring moves and most memorable key combinations. For example, set grind moves to ↑, ↓ or ↓, ↑ taps, so if you make a mistake you'll always land in a Manual Roll. Similarly set up all Aerial moves to begin with, say, a left button press. PSM2's finely honed list of special moves can be found below, optimised for flexibility and maximising scores. You may prefer different moves and/or button presses, but consider this an invaluable starting point. Simply pause the game at any time to access the Edit Tricks menu – and remember, you'll only get the full ten slot Special Trick roster by completing each level 100 percent. Be logical – only assign special grinds to the △ button, airs to the ○ – mirroring the default controls. Above all, never use the same Special twice – repeated moves devalue your combo. Alternate between aerial, flip, flatland and lip tricks for maximum effect.

	TRICK	TYPE	SCORE	BUTTON COMBO	NOTES
1	THE 900	Air	6500	←,→,○	The game's highest scoring Aerial move is dangerously time-consuming– so activate it early.
2	MISTY FLIP	Air	5000	←,↓,○	High scoring, but less time-consuming than a 900. Useful for small ramps/when you've less speed.
3	FS 540	Air	4500	←,↑,○	Similar to Misty Flip. Use to avoid trick repetition in combos.
4	STALEFISH BACKFLIP	Air	4500	←,↓,□	Again, use for high-scoring variety. Try to sneak in an extra rotation/grab for mega points.
5	NOLLIE FLIP UNDERFLIP	Air	1400	←,↑,□	Quick to perform, easily combined with grabs/rotations when you have less speed/height.
6	FANDANGLE	Grind	Varies	←,→,△	A high-speed grind variation.
7	ROWLEY DARKSLIDE	Grind	Varies	↑,↓,△	High scoring, quick to perform – key combo guarantees landing into Manual Roll.
8	5-0 OVERTURN	Grind	Varies	↓,↑,△	Quick to perform, good for variety and landing into Switch Manual Rolls.
9	BIGSPIN FLIP TO TAIL	Lip	Varies	←,↑,△	You only need one Lip Trick, as you can use Hidden Combo modifiers to access the rest.
10	ANTI CASPAR	Flatland	Varies	←,↓,△	Again, you only need one Flatland move as you can use modifiers to access the rest.

THE ULTIMATE HIDDEN COMBO

Last issue's readers know all about Hidden Combos – subtle button taps that allow you to alter tricks mid-flow. Since last issue's exhaustive list, some stunning new modifiers have come to our attention. Check this:

STARTING MOVE:
Truckstand only
MODIFIER:
Truckspin (→,→,△)
Handstand (→,→+○)
Pogo to Hair Flip (L2+R2+△)
(while spinning) Rodney Mullen only)

To dazzle your peers and immediate family, tap: ←,↓,△ for an Anti Caspar (key configuration can be altered to suit your preferences) to →,→,△ to L2+R2+△ (while spinning), for the last word in flatland combos.

COMBOS

THE DARK SECRETS

How to work those multipliers without dropping valuable points for repeats. We show you how to stick the SICKS.

To get the biggest scores, you need to master the basics. The more tricks you string into a combo, the higher its value. 26 tricks means a 26x multiplier, so jump quickly between grinds on iconic rails, use hidden combos (such as double-tapping ○ or □ during a move grind for cheap variety) and ALWAYS perform a flip trick between grinds – once again, avoiding the consistent use of, say, kickflips.

Work your way around the eight D-pad directions, to ensure you only do one of each flip. Tricks devalue each time they're used, so think variety. Easy tips to kick off each combo with a mega-scoring individual move. Build up your special bar and launch off a ramp into, say, a 540 Double Kickflip Mute Grab, before landing into a Revert and commencing a combo on any similar move combining multiple flips, rotations and grabs. If you can score 20,000 points for this first move, you need only perform another ten different tricks in combo for a 100,000+ point and guaranteed score of Sick Level Easy.

Look out for circular metal rails/spools – when you throw down hidden combos, you can perform cheap tricks by grinding in circles and keeping your balance.

If you're struggling to make a decent, five-trick half-pipe or link aerial special moves using Revert moves, you'll start in about three seconds before you run out of Speed, netting a sure 50,000 points plus.

SICK SCORES

LEVEL BREAKDOWN

Even if you haven't mastered the Hidden Combo or balance system, there're a number of easy high-scoring routes through each level. Find the right spot, and you won't have to work so hard to nail those ever-increasing SICK scores.

FOUNDRY

From the start, loop back on yourself, perform a big aerial move and revert into a manual for another big trick off the upper gantry ledge – a guaranteed 50,000 points. Since the SICK score's low, beginners can use the half-pipe to perform cheap special moves and aerial tricks. Experts should seek out the hidden area (by grinding the five valves) and climb to the top of the circular walkway for a mega grind back down. Alternatively, head for the far side of the starting point, and grind around the perimeter of the level, using all the rails and doubling back using the quarter-pipes.

CANADA

Easy. Vert skaters should head straight to the skate park for aerial heaven and simple combos. Street skaters should concentrate on the area in front and below to the right of the starting point, alternating between the huge rails and quarter-pipes. Careful manual balance and grind variation will bring mega results.

RIO

The central area's only good for vert skaters and beginners. Everyone else should string huge grind combos around the outside perimeter of the level, using all the bandstands and traffic rails. For variety, seek out the secret area on the far left side of the starting point, breaking through the cracked wooden fence. A solid 150,000 score should win it – 200,000 to be safe. Try leaping between perimeter rails instead of manual rolling between them for multiplier gap bonuses.

SUBURBIA

Tricky, as the level's flat and spread out. Only experts will be able to balance the great distances. Concentrate on small areas at a time, like the ramps behind the house, the trailer park half-pipes or the ramp park inside the haunted house (found by helping the thin man). There're plenty of grind opportunities in the trailer park, so alternate with aerial moves for max scores.

AIRPORT

Beginners and vert skaters will need to head straight to the underground loading area to make maximum use of the ramps – the first part of the course is for balance freaks and grind kings. For an expert combo from the starting position, double back on yourself, nose grinding the left-hand counter. Manual out to the opposite sofa, and grind for a gap bonus before continuing to the escalator rails as usual. Try to use the rooftop lights for mega grinds, and the boarding area metal detectors as sneaky launch ramps. Use careful balance, special grinds and hidden grind combos for success. Street skaters should avoid the underground area, and perform combos between the final escalator and facing bank to complete the SICK score.

SKATER'S ISLAND

For a good starting combo, Ollie off the lower level banks onto the rail gantry surrounding the bowls. Grind around for gap bonuses and easy points. Beginners, focus on the bowls for easy aerial specials and rapid scoring. Grind the pirate flag at the back of the half-pipe leading to the bowls to open the secret area – but beware, as this smashes some of the existing lower level quarter-pipes. 170,000 should win it.

LOS ANGELES

This is tough, so take the following route. From the start, double back on yourself and perform a big aerial/flip/grab move. Revert into a manual and grind the curly concrete barrier leading to the right-hand side. Manual towards the downward sloping earthquake rail, special grind, and manual towards the purple circular pool. Either perform a special grind/hidden combo around it, flipping out into a manual and using the opposite facing banks as a half-pipe, or use the purple pool as a launch ramp, pulling a high rotation flip move, landing in a manual and ollieing onto the half-pipe into a lip trick before continuing the combo.

TOKYO

A 200,000 point score should do it, so play safe – you can't afford to waste time by bailing. Use the large banks by the starting point for a huge aerial move, revert manual rolling into a simple high-scoring aerial special move on the opposite bank, like a FS 540. The centre of the level's a bit of a minefield, so head directly to the bowls on the far side for easy points. Alternatively, climb the gangway to grind the long rails on the central platform, mixing up special grinds between flips and manual rolls. Time is the only enemy, so try not to panic or over-stretch your abilities.

CRUISE SHIP

Despite the 500,000 point target, this is much easier than LA. For a start, drain the pool – by grinding the fat white pipe with circular lever at the rear of the deck – for some easy aerial combos. Work your way down to the rear of the ship for a convenient half-pipe, perfect for cheap aerial special combos. Grind kings should proceed from the rear to the right-hand side, using special grinds and flips to get high onto the awnings for relatively simple 100,000 point combos. The greenhouse area is a prime-scoring zone, with multi-layers of sprinkler rails ripe for special grinds and hidden combos, with perfect half-pipe banks below.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

WWF SMACKDOWN!

PART 2 WELCOME GRAPPLE FANS

Remember those Saturday afternoons eating chips and watching Kent Walton? Feel the love with PSM2's own version of Kendo Nagasaki.

AIM OF THE GAME

It's the second part of our guide to using the Create-A-Wrestler mode, and things are getting a bit more complicated. For the Innovator of Violence, The Hurricane and the world's most famous masked man, you'll have to delve deep into the pattern sets. Still, it'll come in handy...

GRAPPLE CRUMBLE

For the more creative of you, remember – you can still win a PS2 signed by Lita, simply by sending us your own non-wrestler creations. A none-too-subtle hint – the judges are proving especially fond of old children's TV mainstays. You've got a couple of days to hone that version of Skeletor.

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"Not so much a sequel as a next-gen tweaking of *Know Your Role* – essential for grappling fans, and worthwhile for everyone else."

WHAT WE SAY NOW

We still haven't heard the last of how short the freakin' Story mode is, so get creating those characters

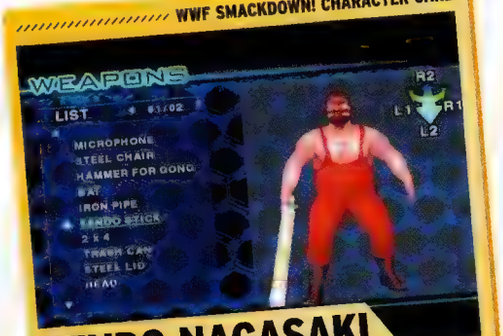
80

IT'S ON THE CARDS...

Remember, these instructions are supposed to give you an idea of how to use the Create-A-Wrestler mode. Take note of how we've combined masks, facepaint, lettering and symbols to create distinct logos for each wrestler, then try making your own.

You can create some fairly complex designs – Kendo's facemask was fiddly, but a top example of the system's impressive flexibility.

WWF SMACKDOWN! CHARACTER CARD



KENDO NAGASAKI

No Eyebrows	
Eyes	**1** (red)
Cheeks	**1**
Mouth	**1**
Skin	**1**
Paint	**37**
Paint	**48**
Mask	**85** (100, 3, -36)
Bodysuit	**95** (100, 3, -36)
Tights	**1** (100, 3, -36)
Boots	**30**
Moveset:	**Big Show's**

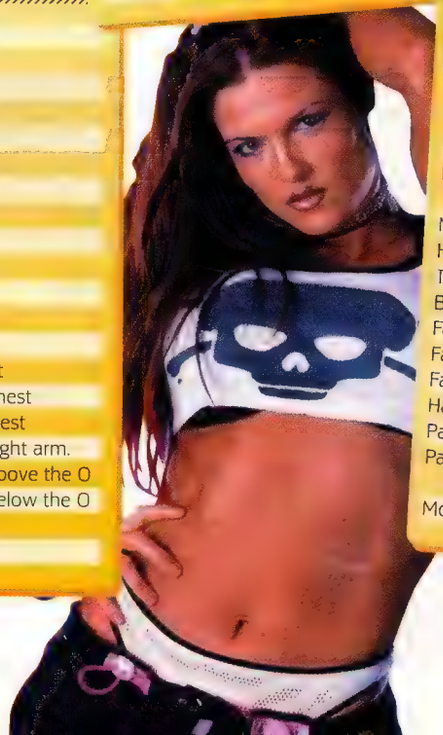
LIKE A HURRICANE

For the famous Hurricane Spin, you'll have to use the elaborate Create-A-Taunt system. First, enter your 'Base' taunts in this order: Others 25, Turning 1, Others 25
This creates 45 frames. Starting on frame 17 use pose 320 – then Copy it to every frame up until frame 31 – and watch him twirl!

WWF SMACKDOWN! CHARACTER

HURRICANE HELMS

Eye	**003**
Mouth	**001**
Skin	**001**
Hair	**005** (0,-21,-71)
B_Hair	**058** (72,18,-15)
Mask	**018** (0,56,84,-5)
T-Shirts	**059** (9,0,15,0,0)
Elbowpad	**001** (0,0,-127,-53)
Hand	**008**
Tights	**001** (56,0,0,-89,-58)
Kneepad	**002** (0,0,-127,-50)
Boots	**035** (32,0,0,0,0)
Facial Hair	**012** (0,0,0,-26)
Pattern_A	**182** (0,0,-127,0) Chest
Pattern_A	**132** (0,-82,46,-32) Chest
Alphabet_H	**008** (-27,29,20,18) Chest
Alphabet _o	**041** (0,94,-63,-38) Right arm.
22 Pattern_A	**069** (0,-66,-21,-27) Above the O
23 Pattern_A	**069** (0,-66,-21,-27) Below the O
Moveset:	**Unknown 08 NCHH**



WWF SMACKDOWN! CHARACTER CARD

TOMMY DREAMER

Eyebrow	**7** (0, 0, 0, -57)
Eye	**13** (Head **2**, Eyes **57**, Nose **34**, Jaw **23**)
Mouth	**47**
Hair	**2** (0, -127, -14)
T-Shirts	**4** (48, 0, 0, -127, -97)
Boots	**30** (48, 0, 0, -127, -28)
Facial Hair	**72** (0, 0, 0, -33)
Facial Hair	**13** (0, 0, 0, -24)
Facial Hair	**15** (0, 0, 0, -33)
Hand	**8** (0, 0, 0)
Pants	**11** (0, -127, -69)
Pattern_B	53, 54, 55 (on his chest)
Moveset:	**Raven's**

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PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

GRAND THEFT AUTO 3

PART 2 WE'LL NICK ANYTHING, US

And that includes all the secret bits of Rockstar's sprawling crime-a-thon that've been cunningly tucked away in the seedier parts of town. Sorted.

grand theft auto III

AIM OF THE GAME

It's hardly surprising, but after days of wanton destruction, excessive beatings and scrapes with the rozzers you'll still be nowhere near completing all of *GTA3*'s missions. Still, there's plenty to be getting on with if you're doing your nut trying to mash Tanner into scrap metal for Asuka. Picking up these secrets all go toward moving you up the antisocial ladder. You want respect? Then you'll have to earn it.

CRIMINAL CLASS

The checkpoint races are tough, with brutal time limits and tricky terrain. Fortunately, you don't have to hit them in any particular order, so take trial runs to find the quickest route.

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"The immoral allure might attract, but attention to detail keeps you hooked. *GTA3*'s vast scope and tiny touches are the most impressive we've seen on PS2."

WHAT WE SAY NOW

"Snuggling up to the Yakuza to keep the Yardies of yer back? It's like danglin' yer walnuts in a nest of vipers. I'm tellin' ya."

92

RC TOYZ CHALLENGES

When speeding around Liberty City you may've spotted some vans that sport 'RC Toyz' logos. Of course, RC stands for radio controlled and should you enter one of these vans, you'll gain control of a dinky car. Each RC car is loaded with explosive and each van offers a specific challenge ordering you to blow up a pile of vehicles for cash rewards. How do you get them and what're they worth? We'll show you.

1 MAFIA MASSACRE

WHERE DO I GO? Portland. The first RC Toyz van can be found in St Mark's Alley just past Tony Cipriani's restaurant.

WHAT DO I DO? The objective is to destroy as many Mafia cars as possible in two minutes. Your RC car will respawn after each detonation – press ◎ to explode. Each Mafia car totalled will earn you $1000.

MOB RULE: Make sure you nail this RC challenge while St Mark's is still friendly ground.

2 DIABLO DESTRUCTION

WHERE DO I GO? Portland. Turn the corner by the Hepburn Heights train station.

WHAT DO I DO? Similar to the Mafia mission, but this time you're destroying Diablo Stallions in the two minute time limit. You get $1000 for each one you manage to wipe out.

GANG RELATED: Hepburn Heights is crawling with Stallions. You won't have to go far to complete this one.

3 CASINO CALAMITY

WHERE DO I GO? Staunton Island. Go across the street and west of the Casino to the Torrington parking lot.

WHAT DO I DO? Wreck as many Yakuza Stingers in the two minute time limit as you can, gaining $1000 for each of the evil cars.

BURNING JAPANESE: You might be working for Kenji, but don't let that stop you from causing some mayhem.

4 RUMPO RAMPAGE

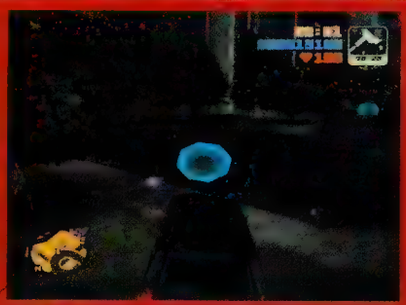
WHERE DO I GO? Shoreside Vale. Witcha Gardens houses the RC Toyz van, which you'll find behind your hideout by the bill boards.

WHAT DO I DO? Blast as many Hoods Rumpos as you can in the two minute limit, gain $1000 for each vehicle destroyed.

RC REVENGE: They're nippy, but be careful not to flip them on the debris you create.

4X4 OFF ROAD CHALLENGES

In a similar style to the RC Toyz missions, picking up certain 4X4 vehicles triggers sub-game challenges. Rather than bombing tasks, the challenges are race-based requiring you to hit marked checkpoints *Crazy Taxi*-style. A short intro movie will show each checkpoint. Complete it for a handy $30,000.



1 PATRIOT PLAYGROUND

WHERE DO I GO? Portland. Pick up a Patriot [illegible] in the Stack Stars drop car park in Portland View.

WHAT DO I DO? You'll get [illegible] to reach 15 checkpoints with each successful one adding 20 seconds to your time.

2 RIDE IN THE PARK

WHERE DO I GO? Staunton Isla[illegible] Ballerville Park by the [illegible] and get in the Landstalker.

WHAT DO I DO? Hit 12 checkpoints in two minutes, with each one [illegible] seconds to your time.

SECRET VEHICLES

So you've had fun stealing a police car and you've used the tank cheat from Part 1 last issue. There're another four secret vehicles to unlock but, be warned, they play hard to get.

1 ARMOURED PATRIOT

INCLUDING SNIPER RIFLE, ROCKET-LAUNCHER AND $20,000.

WHERE IS IT?
Staunton Island. Go to Ray Machowski's in Newport and Ray will eventually give you the key to the Patriot after you complete some missions for him. The vehicle is inside his place.

COP A PLEA: Bog-dwelling Ray eventually hands over the Patriot after you save his ass.

2 ARMOURED PATRIOT

WHERE IS IT?
Staunton Island. When you've completed the Sayonara Salvatore mission, you'll get a new car located at Misty's flat in Hepburn Heights. It's just by the phone box in the park.

PATRIOT GAMES: Snuff your former employer for this Tonka-tough roadster.

3 BLACK LIMO

WHERE IS IT?
Portland. You'll only be able to grab one of these during your missions for Tony Cipriani – they won't randomly appear later in the game like the armoured Patriots.

LONG STRETCH: These things are terrible on hills, handle like mud and they're murder to park.

4 ARMOURED SECURICAR

WHERE IS IT?
Portland. The Van Heist mission ordered by Joey Leone isn't your only chance to net one of these chunky motors – they appear occasionally on the streets once you hit Staunton Island.

PLATE COMER: Handy if you can't move without everyone shooting at you.

5 ARMOURED CHEETAH

WHERE IS IT?
Shoreside Vale. In the Turismo mission for El Burro, you'll race one of these fabled cars. During the race, push the Cheetah on to its side and wait for the mission to end – the driver will then leg it. Sadly, you've got to shunt it all the way back to your save point, flip it and then save.

TOUGH LOVE: A real pain to get, but you earn a motor that's quick, stable and bulletproof.

3 MULTISTOREY MAYHEM

WHERE DO I GO? Staunton Island.

4 GRIPPED

WHERE DO I GO?

NEXT ISSUE!

A mission driving you to murder? Guilty of some pad GBH because the cops won't stop? Ask the tips enforcers at PSM2 to pop round and sort 'em out. Luverly.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

OFFICIAL SSX TRICKY COMPO!

SSX TRICKY

PART 3 THIS SPEECH IS MY RECITAL

Once again, it's time to taste the snow with the third part of our mammoth guide. Ready to get crazy?

AIM OF THE GAME

So far, you've been on the nursery slopes. Garibaldi? Pah – you might as well have had a dirty great ski instructor holding your hand and laughing at you. This issue, it's onto the Expert courses – no toothpaste-striped rails and obvious ramps, just packed powder and punishing cables.

SNOW BUSINESS

When you're sated with our informational ice-pops, flick to Pro Dojo (pg80) to see who's currently in the running for winning a snowboard. Then laugh scornfully and enter the compo yourself. Good luck – and be here next issue, as we tackle *Tricky*'s ultimate challenge. One million points on Pipedream? You won't see it anywhere else.

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"Like an estranged lover, *Tricky*'s returned slimmer, fitter and more alluring than ever. You might see the similarity, but you won't stop falling in love again."

WHAT WE SAY NOW

We're not sleeping until we break that million on Alaska. We're so close we can smell it. Must... break... million

95

MERQURY CITY

Initially one of the most boring courses, Merqury City's a mass of high-risk, high-return short cuts. Mess them up, and you've had it – nail them, and no-one'll be able to catch you. Just remember, the shortest distance between two points is a straight line...

KEY FOR ICONS

TRICKY | FAST | SLOW | HARD | POINTS | EASY

CHURCH GRIND

■ Right out of the gate, the first red sign's deceptively difficult – the banks can throw your line, and other seasoned riders'll be going for the same narrow gap. Make it through the centre, hit the grind and clatter through the church – then boost off the roof to miss the globe. Or hit it, and it'll roll down the hill.

SKYLIGHT HURDLE

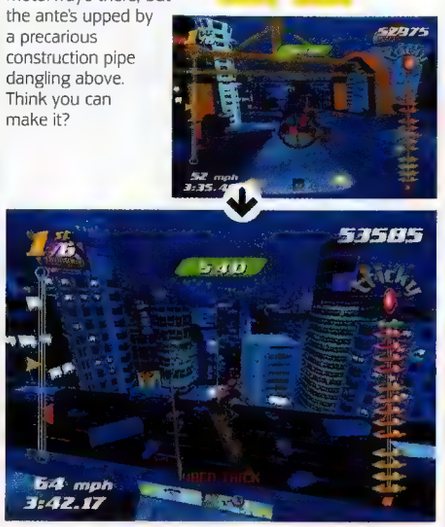
■ The second short cut's best tackled as a continuation of the first, since you're already lined up on it. Boost up the pipe and jump early. If you hit the skylight you'll save time, but ideally you want to clear it for a dash across the rooftops.
You'll need a fully statted character for this.

WINDOW JUMP

■ If you've messed up everything until now, you can still do the third stage – go through the central red sign and fog bank, then boost up the tilted barrier and jump to smash the opaque windows seen here. Stay central as you leave the building to hit a mammoth grind.

FREEWAY LEAP

■ The old jump over the motorway's there, but the ante's upped by a precarious construction pipe dangling above. Think you can make it?

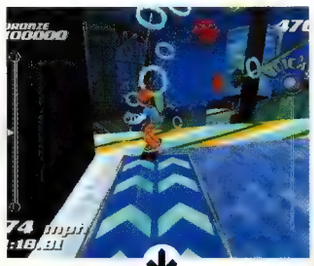


TOKYO MEGAPLEX

Among experts, Tokyo's regarded as a 'cheap' course – it's not so much about finding the right racing line as hitting the right boost pads. And getting hit by the flippers is still *really* annoying. Bearing this in mind, it's best to stay as high up as possible.

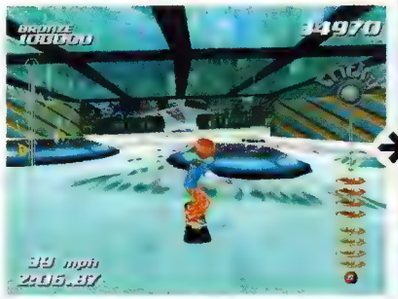
THE FAN

■ To avoid the pack during races, go left near the giant fan, hit the buttons and raise the yellow ramp. If you get the line right, you'll leap into the high section of the fan, and get a clear run along the upper flumes.



THE JETS

■ Simple – hit them as you're going uphill, and you'll be catapulted into the air. With decent timing, it's simple to do two Ubers in a single jump. Your TRICKY meter should be full after the first lap.



ALOHA ICE JAM

One of the more annoying courses last time, Aloha's been tweaked to provide a more varied experience. It's still very short, so there's little time to make up for mistakes – we'd advise a fairly straight race until you hit the caves, unless you're an expert.

TUNNEL SLIDE

■ As you approach the pair of *SSX* signs, veer right and jump. You're aiming for a set of three cables that carry you through a watery cavern.

SIDE GRIND

■ Avoid the second tunnel, and keep to the left of the course – you'll see a red sign. The start of the grind's easy enough, but it'll take experimentation and keen timing to work out where you can boost without flying off the edges.

THE MONSTER'S MOUTH

■ Easier than last time – you'll have no trouble making the first jump. The gaps are easy to tackle if you don't boost, but ideally you'll want to tackle this section at top speed for an irreversible advantage. The grind at the end's well worth hitting, mind...

IN THE CAVES

■ Two grinds to hit here – one's on the right after a snowblower, and takes you across a set of signs. The last short cut to hit's a grind up into the higher section of the caverns. You'll need to be slightly off-centre either to the right or left, but it's worth nailing, as it avoids the awkward ice-floes at the end.

OFFICIAL SSX TRICKY COMPO!

WIN! TWO SSX TRICKY SNOWBOARDS!

Are you the chairman of the board? Prove it by testing your slope-dodging prowess.

CHALLENGE 1: SPEED

One board's going to the quickest run down the brutally icy Alaska course. Don't forget the chapstick.

CHALLENGE 2: TRICKS

The other board goes to the highest scorer on the legendary Pipedream 2 course. We're expecting nothing short of scores in the millions this year.

HOW TO ENTER

Write your time/score, plus your full name and address on the form below, bundle it up with your video proof and send it to us at:

**THE OFFICIAL SSX TRICKY COMPO,
PSM2 Magazine,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW.**

I'M TRICKY, TRICKY, TRRRRICKY!

I'll take those snowboards off your hands, thanks. Now stare in superstitious awe at my silky *SSX* skills.

Name: _____

Age: _____

Address: _____

_____

_____

_____

Telephone: _____

My awe-inspiring score on the Pipedream 2 course is...

_____

And my lightning-quick time down Alaska is...

_____

I agree to follow the competition rules and understand that the Editor's decision is final.

THE RULES

1) To negate claims of Action Replay-based cheating, we need a video of your entire run – from the first shove out of the gates to the triumphant swerve over the finish line. A photo of the high-score table's not eligible.
2) You can use any character – ideally on full stats – and any of their unlockable boards. That includes the Uber boards, but not any 'cheat' ones like the Menora.
3) You can enter both categories if you fancy a matching pair of snowboards – just make it clear on the entry form.
4) You can send us as many entries as you like – if you improve on your score, get the new one in the post.
5) The closing date is March 20th, 2002. Stick it in your diary.
6) No correspondence will be entered into (please don't keep calling us to check the scores – we won't tell you).
7) The Editor's decision is final.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS INFERNO

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Get ready to access everything in the toughest games around...

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ALL-STAR BASEBALL 2002

Hidden Teams
Select exhibition mode. Repeatedly press L2 + R2 and the Dingers and the Islanders teams will be unlocked.
The Dingers can also be unlocked in batting practice mode. Press L1 + L2 + R1 + R2 at the batting practice team selection screen and that team will appear next to the Cooperstown Legends.
Alternate uniforms
Press L1 or R1 in exhibition mode.

AQUAAQUA

Mesozoic Era in Story Puzzle Mode
Successfully complete the Palaeozoic Era in puzzle mode.
Cenozoic Era in Story Puzzle Mode
Successfully complete the Mesozoic Era in story puzzle mode.
Ancient Civilisation in Story Puzzle Mode
Successfully complete the Cenozoic Era in story puzzle mode.
Story puzzle and Versus Puzzle Modes
Successfully complete all lessons in training mode.
Hidden Future
Finish with a "Master" rank in all four stages to unlock the Hidden Future in story puzzle mode.
Super Speed
At the main menu screen hold the ⊗ button for twenty seconds then press START.

ARMORED CORE 2

All AC Parts
At the main menu press L1, L1, L1, L3, ▲, ○, R3.
First Person View
While playing a game, hold ▲ + ○ + START. The game will pause. Press START to resume the game with the new camera view.
Fixed Camera View
Hold R2 + ⊗ + START + ▲, L1, R2 while playing. The game will pause. Press START to resume.
Infinite Energy
While playing the game hit L1, L2, L3, R1, R2, R3 all at the same time. If you did it right then a system error will come up saying Limiter Release. After a while though, that will switch to OB down and you can use any energy.
Steal Emblems
If you see an emblem anywhere in the arena that you want to use, select the appropriate AC and press ▲ to display the specifications screen. Then, press START + SELECT. If you entered the code correctly, you will hear a sound for confirmation. Select "Edit Emblem" to view it.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

Level skip
Level 2
↑, ⊗, ▲, →, ←, □, ○, ⊗
Level 3
▲, ○, ↓, ←, □, □, ↑, ↑
Level 4
⊗, →, ←, ⊗, ○, □, □, ▲
Level 5
↓, ↓, ○, □, ○, □, →, ⊗
Level 6
▲, ⊗, ↑, ←, →, ←, ○, ▲
Level 7
←, □, →, ↓, ○, ⊗, ⊗, →
Level 8
▲, →, □, □, ○, ↓, ↓, ⊗
Level 9
↑, ⊗, □, ←, →, ○, ←, ←
Level 10
▲, ↑, ○, ⊗, □, ↓, ↓, ↓
Level 11
○, ○, ↑, ←, →, ⊗, ▲, □
Level 12
→, ↑, ⊗, →, ○, □, ▲, ○
Level 13
←, ←, ▲, ○, ⊗, ⊗, ↓, →
Level 14
□, →, ○, ↑, ↓, □, ↓, ⊗
Level 15
←, →, ○, ⊗, □, ↓, ↓, ○
Level 16
▲, ○, ⊗, →, →, ○, □, ↓
Level 17
□, ↑, ↑, →, ←, □, ↓, ⊗
Level 18
○, ⊗, →, ▲, □, ↑, ⊗, ⊗
Level 19
↓, →, ⊗, □, →, ↑, ○, ○
Level 20
↑, ⊗, ○, ↑, ←, □, ○, ⊗
Unlock All Missions
At the main menu, choose continue game, then select the password menu. At the password menu, press ↑, ⊗, ○, ↖, □, ○, ⊗.

ARMY MEN: SARGE'S HEROES 2

Enter the codes at the Code Entry Screen
All Weapons
GIMME
Invincibility
NODIE
Get All Levels
FREEPLAY
Huge Mode
IMHUGE
Invisibility
NOSEEUM
Level Select
Boot Camp – BOOTCAMP
Dinner Table – DINNER
Bridge – OVERPASS
Refrigerator – COOLER
Graveyard – NECROPOLIS
Castle – CITADEL
Tan Base – MOUSE
Revenge – ESCAPE
Desk – ESCRITOIRE
Bed – COT
Plastic Pile – BLUEBLUES
Toy Shelf – BUYME
Cashier – EXPRESS
Toy Train Town – LITTLEPEOPLE
Rocket Base – NUKEM
Pool Table – EIGHTBALL
Pinball Machine – BLACKKNIGHT

ATV OFFROAD FURY

Select Pro-career mode and enter these codes as your name.
All ATVs – CHACHING
All tracks – WHATEXIT
Expert mode – ALLOUTAI

B

BATMAN: VENGEANCE

Unlimited Batarangs
At the main options screen press L1, R1, L2, R2, if done correctly you'll hear a sound effect confirming the code worked.

All Weapons and Unlimited Ammo
At the start Plant Electrocution 2 level, slide into the second hole and glide to the lit area and pick up the key. Use the grapnel to exit, continue the slide down and use the key on the door right next to the vines behind the glass. Inside you will find an envelope with a "C" on it. When you complete the game you can activate this cheat to get all weapons and unlimited ammunition.

BLOODY ROAR 3

Cheat Mode
Enter the options menu, then hold R1 and press ○.

Fight As Kohryu
Play through arcade mode until you face Kohryu. Defeat him to unlock him as a playable character.
Fight As Uranus
Play through arcade mode and defeat Xion without using any continues up to that point. Defeat Uranus to unlock her as a playable character.
No Blocking Mode
Get first place in arcade mode to unlock this option. In this mode, you and your opponent cannot guard (heavy or normal) with the exception of the guard moves (green electric moves) in survival and versus modes.
One Hit Knockdowns
Get first place in sudden death mode to unlock this option. In this mode, you and your opponent can knock each other down in one hit and do double damage in survival and versus modes. Alternately, get 30 wins in survival mode with one character and record your name in the records.

BOUNCER

Alternate Costumes
Hold L1, L2, R1 or R2 and then press ⊗. Now go and choose a person at the character selection screen to see them dressed in their alternative costume.
Hidden FMV Sequence
Successfully complete the game as Sion.
Kou With MSF Costume
Play through the entire game, only selecting Kou. Save the game after Kou enters the Mikado building as a MSF soldier. The MSF costume for Kou will now be unlocked in versus and survival modes.
Leann Caldwell
Play through the entire game, only selecting Kou. After you defeat Dauragon for the final time you will view a FMV sequence where you have to fight Leann. Defeat her to unlock her in versus and survival modes.
Master Wong
Select Volt or Kou in their story line through the Mikado Building and have either of them fight Kaldea. Select Sion for the fight with Dauragon. After the battle, Sion remembers a battle with Master Wong. Defeat him to unlock Master Wong in versus or survival modes.

C

CAPCOM VS SNK 2

Boss Challenge Mode
Boss challenge mode becomes available under the following two conditions. Both hidden Bosses (God Rugal, Shin Gouki) must already be defeated and unlocked. Hold ▲ + R2 while selecting arcade mode.

Victory Quotes
Hold START + FP after winning a stage to make your character say an opponent specific quote. Hold START + FK to make the character talk with a team member.

CART FURY

Go to the cheat menu and enter these codes.
Big Head Mode
▲, R2, R2, R2, L1, R2
Get Fog
R2, L1, ⊗, R2, R2, ○
Unlock all Cars
▲, ⊗, ▲, R2, L1, ▲
Unlock all Movies
L1, ○, R2, ⊗, R2, ▲
Unlock all Tracks
L1, ▲, ▲, ⊗, ⊗, L1, L1.
Unlock Non-Playable Death Cars
R2, R2, L1, R2, R2, ⊗.
Unlock the Death Wall
⊗, R2, R2, ▲, L1, R2
Unlock the Playable Death Car
L1, R2, R2, R2, R2, L1

CITY CRISIS

Unlock All Helicopters
Complete all of the Rescue missions to unlock Bat and Pork as playable helicopters in all modes.

Unlock Final Rescue Mission and Time Attack Mode
Complete all of the Chase missions to unlock Final Rescue mission in Mission mode and Time Attack mode.

Unlock Chase Car Mode
To unlock Chase Car mode earn an A rating on all missions and an S on the Bus Chase.

Unlock Disaster Mode
Achieve an S rating in Final Rescue mode to unlock Disaster mode.

CRAZY TAXI

Secret Push Bike
Hold L1 + R2 at the character selection screen. Release R2, then release R1. Hold R1 + R2 again, then release them simultaneously. Then press ⊗.

Alternately, highlight a driver at the character selection screen, then press L1 + R1, L1 + R1, L1 + R2, then hold L1 + R1 + ↑ and select your player.

Alternately, successfully complete all sixteen Crazy Box levels to unlock the Secret Push Bike for each character. It can be used in Crazy Box, arcade, or original modes.

To unlock the Push Bike in Another Day mode, select original mode. Then press R1 + R2, R1 + R2, R1 + R2, R1 + R2 + ⊗ at the character selection screen.

Expert mode
Hold L1 + R1 + START at the main menu. Continue to hold the buttons until the character selection screen appears, then press ⊗ to select the game mode and variation. The phrase "Expert Mode" will appear in the lower left corner to confirm correct code entry.

Disable arrow indicators
Hold L1 + START after choosing your time limit and before the character selection screen appears. The message "No Arrows" will appear.

Disable destination indicator
Hold L1 + START after choosing your time limit and before the character selection screen appears.

Another Day mode:
Press R1 at the character selection screen, then release it. Then, hold R1 and press ⊗.

Alternate display
Begin game play in arcade or original mode. Hold L1 + R1 and press ○ on controller two to toggle between first person and rear views. Hold L1 + R1 and press □ on controller two to view a speedometer. Hold L1 + R1 and press ▲ on controller two to zoom out to a pass-by pan. Hold L1 + R1 and press ⊗ on controller two to reset the display.

D

DANCE SUMMIT

More Remixed Songs
Beat the game in team mode five times, then highlight Remix, Hold L1 and R1, then press ○ for additional remixes.

Sound Select Option
To unlock the sound select option you must beat the game four times.

Unlock Far East Commanders and Iga Base Stage
Simply complete the game in team mode four times.

Unlock Galaxy 4 Team and Disco 21 Stage
Finish the game in team mode.

Unlock Jumbo Max Team and 79 Street Stage
Beat the game in team mode three times.

Discos Estrus team and Muscle Stadium Stage
Complete the game two times.

Dave Mirra Freestyle BMX 2
At the main menu
All levels
↑, ↓, ↓, ←, →, ↓, □
To get most bonuses in the game.
↑, →, ↓, ←, →(2), ↑, ↓, ←, →, ↑, ←, →, →, ↓, □
Mike Diaz
↑, ←, ↓, →(2), ←, ↑, ↓, ↑, →, □
Amish guy
↑, ←, ↓, →(2), ←, ← ↓, ↑, ← □
All bikes
↑, ←, ↓, →, ↓(2), →, ↓(2), ←, □
Level select
↑, ↓(2), ←, →, ↓, □
All themes in park editor
↑, ←, ↓, →, ↓, ↑ ↓, →, ←(2) □
All objects in park editor
↑, ←, ↓, →, ↓, ↑(2), ↓, →(2), □
All FMV sequences
↑, ←, ↓, →, ←(2), →, ←, ↑, ↓ □

DEAD OR ALIVE 2

Extra options
Press START to pause game play, then press ▲ + ⊗.
Fight as Bayman:
Successfully complete the game with all original characters. Bayman can only be used where the two extra slots are for hidden characters, Survival, Time Attack, etc.
Fight as Tengu
Collect ten stars in survival mode. Play as any combination of characters more than 200 times.
Alternate hairstyles
Press either ○ or ⊗ when selecting female fighters.

DEVIL MAY CRY

To unlock All Star Group Photo you must get an S Rank on all missions.
Unlock Legendary Dark Night Mode
Beat Hard mode.
Unlock Dante Must Die Mode
Beat Legendary Dark Night mode.
Unlock Easy Automatic Mode
Clear any mission from 1-3 using continues.

Unlock Hard Mode

Beat the game once to unlock Hard mode
Unlock Super Dante

Beat Dante Must Die mode. With this, you can transform into a devil at any time, and use magic indefinitely
Quick Devil Trigger

Approach an enemy and press R3 to taunt the opponent. The Devil Trigger meter should go up by one

DRIVING EMOTION TYPE-S

Bonus cars
Win the Autocross 2 to unlock the Mazda RX-7 FC3S and the Toyota Sprinter Trueno GTV

DYNASTY WARRIORS 2

Enter in the following codes at the title screen
Wu Characters
○, □, R2, R1, L1, L2, ○, □
Shu Characters
□, ○, L1, R1, L2, R2, □, ○
Free mode side selection
Hold the △ button and then press L1, L1, R2, R2, L1, L1, R2, R2
Opening Cinema Editor
R2, R2, R2, R2, R2, R2, L1, L1
Unlock All Hidden Characters
○, L1, □, R2, ○, R2, □, L1

E

EPHEMERAL FANTASIA

Skip intermission sequences
Hold △ during an intermission sequence
Guitar mini-game
Hide icon
Press L2, →, L1, →, L2, L1
FF icon
Press L2, L1, →, ◎(2)
SFF icon
Press L2, L1, →, ◎(2), L2, L1, →, ◎(2)
Random icon
Press → L1 L1, R2, L1, ◎
SUD icon
Press L2 R2 → L1 →, L2, ◎
Little icon
Press L2(5), L1(2), →(3)
E icon
Press L2, →, ◎, L1, R2, →, ◎, L1

ESCAPE FROM MONKEY ISLAND

Combinations for Monkey Kombat
If you press and hold R2 while in Monkey Kombat a screen pops up that shows the combinations of buttons to change to each stance so you don't have to write them down
Play Monkey Invaders
Fully complete your Monkey Kombat table (available by pressing R2 in Monkey Kombat) for each Monkey Stance and you will unlock the hidden game Monkey Invaders
Play Murrayball
At the Palace of Prostheses, use the filing system to look up the name Ryan J Danzwithwo ves (You must do this before looking for the No-Nosed Man). After that, check the Bonus Stuff menu in the Options section. Murrayball will be one of the choices

ESPN NBA 2NIGHT

Big Heads
Enter 'BIGHEAD' as a code at the cheat menu
Easy Dunks
Turn off travelling, then press and hold L1 to shoot without releasing it. Then go past the defender and dunk the ball

ESPN INTERNATIONAL TRACK AND FIELD

Athlete Interviews
Win five bronze, five silver, five gold, or ten gold medals in trial or championship mode to unlock an new interview sequence under the 'Awards' option at the main menu
Bonus Rhythmic Gymnastics Song
Win a gold medal for all three rhythmic gymnastics songs in trial or championship mode. Return to the event to access a bonus song. New expert tune will be available

ESPN X GAMES SKATEBOARDING

Another arcade mode
Get all 36 licenses in arcade mode, then press ○ at the stage selection screen
Big Head Mode
Get 30 licenses in arcade mode with any character, then press ○ + L1 at the character selection screen
Additional Characters
Hold L2, R2, L1, or R1 at the character selection screen

EXTERMINATION

Extra Ammo
Complete the game with Roger's Knife collected. Save the game when prompted to create a file name in yellow. Load the file in yellow to start a new game with a load of extra ammo
Extra Healing Items
Complete the game with all Dog Tags collected. Save the game when prompted to create a file name in yellow. Load the file in yellow to start a new game with extra healing items
Expert Mode
Successfully complete the game after finding all 15 dog tags and immediately save. Now Start another game with the yellow 'Rear Of Compound' save file (00:00.00 time)

EXTREME G-3

All Tracks
At the title screen enter L1, L1, L2, L2, R1, R2, R2, R1 then press L1+L2+R1+R2
Double Your Money
Enter L1, L2, L2, L1, R1, R2, R2, L1 at the Main Menu. Then every time that you race you should get double your prize money
Free Money
Enter L1 (5,) L2 (5), R1 (5), R2 (5) then press L1+L2+R1+R2 simultaneously at the Main Menu
Infinite Ammo
Start a game and pause it. Then press R2, R2, R1, R1, R2, R2, L2+L1
Infinite Shields
On the rider status screen, press R1+L1, R2+R1, L1+L2, R2+L2
Infinite Turbo
At the title screen, press L1+R1, R1+R2, L1+L2, R2+R2

F

FANTAVISION

Extra Option
Successfully complete and save the game under the normal difficulty setting to unlock an 'Extra' option at the main menu
Extra 2 Option
Successfully complete and save the game under the hard difficulty setting to unlock an 'Extra 2' option at the main menu

4X4 EVOLUTION

$1,000,000 Dollars
At the title screen, or while the game is paused, press R2, ○, L1, ◎, R1, L1, ◎, R2, ○, R2, ○, L1 to get one million dollars in Career mode
$25,000 cheat
To get access to $25,000, pause the game, hit R2, ○, R1, ○, R1, L1, ◎, L1, ○, R2, ○, L1
All trucks
Pause the game and hit R1, R2, R1, R2, ○(2)
At the main menu, enter the following codes
Normal Mode
R1, R2, R1, R2, ◎, ◎
Slow Motion Mode
R1, R2, R1, R2, ○, ◎
Turbo Mode
R1, R2, R1, R2, ○, ○
Unlock Secret Vehicles
L1, L2, R1, R2, L1, R1

FUR FIGHTERS: VIGGO'S REVENGE

Extra Multi-player Level
In New Quack city, the building where you push the statue in front of the camera there are TV screens with short two-frame animations on them, one of them has the Bizzare company logo on it, shoot it and it will explode
Time Slice Camera
Complete the basketball mini game at the Lower East Quack level. Press START to activate it
Tiny Character Cheat
This cheat is activated from the Dinotopolis section of the game in the Games Room level of this section. Go past the jukebox and climb the stacked books. Looking around you should see an arcade machine behind you. Transform into Tweek and glide over to the arcade machine. Jump on the start button and win one round of this sub game to activate the cheat

G

GAUNTLET

Input these codes as a new character's name to unlock these secret characters.

NUD069	S&M Dwarf
STX222	Happy Face
KJH105	Chainsaw
PNK666	Punkrock
TAK118	Ninja
STG333	Employee Stig
KAO292	Wa tress
CSS222	Ex-Employee Chris
RIZ721	Footba l Dude
DIB626	Manager Mike
SJB964	Karate Steve
ARV984	Created by Don
AYA555	Schoolgir
CEL721	Cheerleader
RAT333	Rat Knight
GARM99	Regu ar Garm
GARM00	Sicky Garm
SUM224	Sumner
SKY100	Sky General
MTN200	Mountain General
TWN300	Town Genera
CAS400	Castle Genera
ICE600	Ice Genera
DES700	Desert Genera
BAT900	Battle Genera
EGG911	Pojo the Chicken
STX222	Stick Figure Jester
RAT333	Warrior with a Rat's Head
ICE600	A Big Dwarf
PNK666	Big Headed Jester
TAK118	Knight in a ninja suit with claws
TWN300	Valkyrie with a scythe
CAS400	Different looking warrior
GAM666	Evil Wizard
SKY100	Alternate Wizard
DARTHC	Knight in Black Armour

These cheats can only be entered one at a time at the name select.
10,000 Gold
10000K
Invincibility
NVULN
Invisibility
000000
Super Crossbow
SSHOTS
Triple Shot
MENAGE
Reflect Shot
REFLEEX
Anti-Death
TANGEL
X-Ray Vision
PEEKIN
Full Turbo
PURPLE
Enemies Always Shrunk
Enter DELTA1
Have Nine Potions and Keys
ALLFUL
Run Quickly
XSPEED
Throw Quickly
QCKSHT

GRADIUS 3&4

Pause the game after the first boss and enter these codes
Instant Double Shot Power-up
Pause the game play after passing the first Boss and press ↑(2), ↓(2), ←, →, ←, →, ○, △
Instant Laser Shot Power-up
↑(2), ↓(2) ←, →, ←, →, ⊗, ◎

GRAN TURISMO 3

Professional mode
Select arcade mode, then highlight the 'Hard' selection on the difficulty selection screen. Hold L1 + R1 until it changes to 'Professional'
Selecting Series Awards
Series awards aren't purely random. Press L1 when a silhouetted car has the large black circle flashing under it to cause that car to be selected as the award for winning the series. Timing is crucial, since the large black circle only appears under a car for less than half a second
Easy Money
Go to Super Speedway in the Beginner League and keep doing the same level for easy money. Go to the Beginner League and race in NA to get 5,000 credits. Win the 150 mile Endurance Race and sell the car you win to get 500,000 credits total. This will take about one hour.
Get either a fully upgraded Dodge Viper (1088 hp) or the Camaro Race Car. Go to the European championship. Win first place in the first four races and then save the game. Skip the last race. If you get the Vertigo Race Car, keep it. Repeat this process and get the Vertigo again. It can be sold for 300,000 credits
Free Tuning With Two Memory Cards
Two Memory Cards are required for this trick. After getting some money or cars to sell, save your game to both cards. Then buy the car you want, tune it, and get all the tyres changed. Save your game to the second Memory Card. Then, load the game from Memory Card one, go home, then go to trade. Select the second Memory Card's garage and buy the car you just tuned. Then, save the game to both cards. You have now bought a fully tuned car for the price of the stock car. Repeat this as many times as needed
More Speed With Automatic Transmissions
When racing with an automatic transmission, hold R2 and you will get better acceleration. Release when the small red light to change gears flashes or the car will not change gears
Easy Horse Power Boost
When you get a car, change the oil. It will boost the horse power by at least 10 and only costs 250 credits

GUILTY GEAR X

Hidden Fighters:
Press ↓ → → ↑ START at the "Press t" screen to unlock Testament and Dizzy in all game modes. Or successfully complete the game in arcade mode or reach level 20 in survival mode and defeat Testament. Reach level 30 in survival mode and defeat Dizzy to unlock her in all modes

GUNGRIFFON BLAZE

Extra weapons
Enter FAE MASTER as a pilot name, "Mexico" as a country, and "Female" as a sex to begin with 12 fuel-air bombs
Jagdpanther:
Accumulate 6 million points to unlock the Jagdpanther. Alternately, earn 25 medals

I

ISS

Hidden teams
Press ↑(2), ↓(2), ←, →, ←, →, ⊗, ○, START, L1 unlock the All-Star teams

K

KENGO

Play as a student
Hold L1 + R2 + L2 + R1 when selecting a character. Different characters will result in different Dojos and students
All hidden characters
To unlock all the hidden characters in Versus and Tournament mode, defeat all the Dojos in single player mode

KESSEN

Play as the West
Successfully complete the game as the East
Battle mode option
Successfully complete the game as the East and the West. A new option that allows you to choose your battle mode will be unlocked at the main menu. Any previous battle may be fought, as either the East or the West

KLONOA 2: LUNATEA'S VEIL

Play as Mometsuto
Successfully complete the game to unlock Mometsuto as a playable character.
Boss battle
Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses
Bonus levels
Collect all six stars in a level to get a Momett doll. A bonus level will be unlocked after you have accumulated eight and sixteen dolls
Picture gallery
Successfully complete the fairground levels to unlock an option for a picture gallery. Collect all 150 gems in a level to unlock its pictures in the gallery

KNOCKOUT KINGS 2001

Celebrity Boxers
Enter the following names as your name in career mode and you will get the celebrity boxer
MECCA - Ashy Knuckes
MRBARRY - Barry Sanders
OSUNA - Bernando Osuna
HATCHER - Charles Hatcher
ZITO - Chuck Zito
BOSTICE - David Bostice
DEFIAGBN - David Deflagbon
DEMART - David DeMartini
JGIAMBI - Jason Giambi
BEILEY - Joe Mes
JBOTTI - John Botti
JRSEAU - Junior Seau
OWNOLAN - Owen Nolan
AUSTIN - Ray Austin
STEVEF - Steven Francis
NELSON - Trevor Nelson
SBATISTE - Muhammed Ali

L

LE MANS 24 HOURS

Enter these names in the Championship Mode then return to the main menu
All Tracks
SPEEDY
All Cars
ACO
All Championships
NUMBAT
View Credit
HEINEY
Le Mans Mode
WOMBAT

M

MADDEN NFL 2002

Houston Texans
After the first season in Franchise mode, do the expansion draft for the Houston Texans
Unlimited creation points
Create a player, then go to 'Edit Player' at the roster screen. Press ↑ or ↓ to choose the player you want to edit. Press → to get to the speed category. Press ⊗, then press ⊗ again
Dance going into the endzone
Press R1 or R2 while running into the endzone and your player will disco celebrate

MDK2

Invincibility
Pause while playing the game. Press and hold R2 and R1. Keep holding them and press ↑, ↓, ↓, ↓, ←, ←, →, →, ○, □, △, then hold START.
Kurt in Boxer Shorts
At the main menu, simultaneously press and hold R2 and R1, and then press ○, □, △, □. Then start the game
Slow motion
Begin game play as Max, then hold R2 and press ↑(4)
Mixed character:
To play as a character that is part Kurt, Max and Doctor Hawkins, pause the game then hold R2 + R1 and press ↑, ↓, →, ←, ⊗, △, ○, □, ○ + START
Fart sounds from Doctor Hawkins:
Play as Doctor Hawkins, then press R2 + R2 + ← + ⊗

MIDNIGHT CLUB

Smuggler's Run Cars
Play Smuggler's Run and save the game. Use the same Memory Card with Midnight Club to unlock the Dune Buggy from Smuggler's Run. A message will appear to confirm the trick
Manhattan police
Successfully complete Manhattan level 10 in Head-2-Head mode
London police
Successfully complete London level 10 in Head-2-Head mode
All Cruseros
Successfully complete Manhattan levels 1, 4, and 7 in Head-2 Head mode
All Jones
Successfully complete Manhattan levels 2, 5, and 8 in Head-2-Head mode
All Piranha
Successfully complete Manhattan levels 3, 6, and 9 in Head 2 Head mode
All PTs
Win the 1st, 4th, and 7th Head-2-Head races
All Modicums
Win the 3rd, 6th, and 9th Head-2-Head races
All Ascents
Win the 2nd, 5th, and 8th Head-2-Head races
London Bonus Cars
Win the 11th, 12th, 13th, 14th, and 15th waypoint races in London in arcade mode to unlock the following: Alpha, Double Decker Bus, Black Taxi, and Crown Mail Truck, and Crescendo
Manhattan bonus cars:
Win the 11th, 12th, 13th, 14th, and 15th waypoint races in New York in arcade mode to unlock the Beta, Bus, Ice Cream Truck, Meter Maid, and Fiorenza II

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock Klonoa as a rider

MOTOR MAYHEM

Unlock Buzzsaw
Win all three titles (Eliminator, Deathmatch, & Endurance) with one person on Hard or Very Hard difficulty
Unlock City Canal Quick Battle/ Two- Player Arena
Complete the Deathmatch stage on normal difficulty to unlock this stage
Unlock Downtown Quick Battle/ Two- Player Arena
Win the Eliminator matches on normal difficulty to unlock this round

MX 2002

Level Select
Start the game in two-player mode. Have player one hold L1 + R2 and press ↑, ↓, ←, →, △. Then, have player two hold △ + R2 + L2 + ⊗
Bunny Hop
While not moving, hold L1 + R1 + Analogue stick ↓. Then, hold R2 or L2 until the bar is full. Then, release L1 (clutch) and if done correctly, you should take off into the air
Bail
Press L1 + R2 + L2 + R2 to bail

N

NBA HOOPZ

Press Turbo, Shoot, and Pass to change the icons on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry.
For example, to enter 1-2-3 ←, press Turbo, Shoot(2), Pass(3), ←

Show shot %	0-1-1 ↓
Home uniform	0-1-4 →
Beach court	0-2-3 ←
Away uniform	0-2-4 →
Show hotspot	1-1-0 ↓
ABA ball	1-1-1 →
Granny shots	1-2-1 ←
No fouls	2-2-2 →

ACCESS ALL AREAS

"FOR A DISTINCTLY UNSPORTING ADVANTAGE"

Big heads 3-0-0 →
No hotspots 3-0-1 ↑
Infinite turbo 3-1-2 ↑
Street court 3-2-0 ←
Tiny heads 3-3-0 ←
No goaltending 4-4-4 ←
Tiny players 5-4-3 ←
Play as Dr. Atomic 5-4-4 ←

Taunt opponent
Press R1 or ▲ or ● or ✕ while your opponent is at the free throw line in a regular game or at the 3-point line in a game of 21

Easy basket
Run up to the basket while pressing Turbo. When you get to the basket, press ▲, then ✕

NBA LIVE 2001

Strong Pass
Press R2 + ✕ or R1 One-on-one mode to pass the ball quickly to your opponent

Between The Legs Pass
Press R2 + ✕ or R1 One-on-one mode to pass the ball between your legs to your opponent

Rolling Pass
Press R2 + ✕ or R1 one-on-one mode to pass the ball by rolling it to your opponent

Break The Backboard
Hang on the rim and press ✕, ✕, R2, R1, ✕, R1

NBA LIVE 2002

Boost Super Star Stats
Press ● at the main menu to display the active menu Select the 'Roster' option, then 'Edit Player' If your Create-A-Player list has no entries, a Super Star player will appear Press R2 at the Edit Player screen to increase his stats Press R2 to return to the Create-A-Player list, then press START to change to another player

NBA STREET

Enter these codes using the icons on the loading screens

Unlimited Turbo
Shoe, Basketball, Backboard, Basketball, ↑
No Turbo
Turntable, Microphone, Microphone Backboard, ↑
Authentic Uniforms
Basketball Basketball, Turntable Turntable ↑
Casual Uniforms
Turntable, Turntable, Basketball, Basketball, ↑
ABA Socks
Microphone, Microphone, Microphone, Microphone, ↑
Tiny Players
Microphone, Basketball, Microphone, Basketball, ↑
Big Heads
Microphone, Turntable, Shoe, Turntable, ↑
Tiny Heads
Microphone, Shoe, Basketball, Shoe, ↑
Less Blocks
Backboard, Turntable Shoe, Backboard, ↑
Less Steals
No Player Indicators
Microphone, Basketball, Basketball, Microphone ↑
No Shot Indicator
Microphone, Backboard Shoe Microphone, ↑
No Shot Clock
Microphone, Microphone, Basketball, Backboard, ↑
No Alley-oops
Backboard, Microphone, Turntable Shoe, ↑
No 2-pointers
Backboard, Backboard, Basketball Backboard, ↑
No Auto Replays
Turntable, Shoe, Turntable, Turntable, ↑
WNBA Ball
Basketball, Turntable, Shoe, Basketball, ↑
EA Big Ball
Basketball, Turntable, Microphone, Basketball ↑
Beach Ball
Basketball, Turntable, Turntable Shoe, ↑
Soccer Ball
Basketball, Shoe, Turntable, Basketball, ↑
ABA Ball
Basketball, Turntable, Turntable Basketball, ↑
Beach Ball
Basketball, Turntable, Turntable, Shoe, ↑
Medicine Ball
Basketball, Turntable, Turntable, Backboard, ↑
NuFX Ball
Basketball, Turntable, Backboard Basketball, ↑
Volley Ball
Basketball, Turntable, Turntable Microphone, ↑
Mega Dunking
Backboard, Basketball, Turntable, Basketball, ↑
No Dunks
Backboard, Basketball, Turntable, Shoe, ↑
More Gamebreakers
Turntable, Microphone, Backboard Shoe, ↑
Less Gamebreakers
Turntable, Backboard, Microphone, Shoe, ↑
No Gamebreakers
Turntable, Microphone, Microphone Shoe, ↑
Springtime Joe 'The Show'
Turntable, Turntable, Basketball, Turntable ↑
Summertime Joe 'The Show'
Turntable, Basketball, Basketball, Turntable, ↑.
Athletic Joe 'The Show'
Turntable, Shoe, Basketball, Turntable, ↑
Captain Quicks
Backboard Basketball, Shoe, Turntable, ↑
Explosive Rims
Turntable, Shoe, Microphone, Basketball, ↑
Harder Distance Shots
Shoe, Shoe, Backboard, Basketball, ↑.
Easy Distance Shots
Shoe, Turntable, Backboard, Basketball, ↑
Ultimate Power
Backboard, Turntable, Turntable, Basketball, ↑
Mad Handles
Backboard, Shoe, Turntable, Basketball, ↑
Super Swats
Enter Backboard, Backboard, Turntable Basketball ↑
Sticky Fingers
Enter Backboard, Microphone, Turntable Basketball, ↑
Player Names
Basketball, Turntable, Shoe Backboard ↑
No HUD Display
Turntable, Microphone, Turntable Shoe, ↑
Disable All Cheats
Turntable, Turntable, Turntable, Turntable, ↑

Enter these codes in the Enter User ID screen, and get to the User Record box

Team Big
Quickly hold R2 and press ↑, ↓(2), ←, ✕
Team 3LW
Quickly hold R1 and press ←(2), →, ↓, ✕
NYC Legends team
Quickly hold R2 and press ↓(3), ←, ✕
Team Street Legends
Quickly hold R1 and press →, ←, ↑, ↓, ✕
Team Dream
Quickly hold R2 and press ↑(2), →(2) ✕.
All Courts
In hold the court mode, go to the screen where you choose your court Hold R2 and press ↑, ↓, ←, →, →, ←, ↓, ↑ and while still holding ↑, press ✕

NHL 2002

Barenaked Ladies
Create a player using one of the following names: Jim Creeggan, Tyler Stewart, Steven Page, Ed Robertson, or Kevin Hearn The game will adjust the players face and statistics automatically to match that band member
All-Star Teams
Play through a season and finish the All-Star game Save the game and two All-Star teams will be unlocked at the team selection screen

NHL HITZ 2002

Press R2 ▲, and ● to change the icons in the first, second, and third boxes respectively at the match-up screen The numbers in the following list indicate the number of times each button is pressed After the icons have been changed, press the D-pad in the indicated direction to enable the code. For example to enter 123 ←, press R2, ▲(2), ●(3), ←

Big head player 2-0-0 →
Huge head player 3-0-0 →
Big head team 2-2-0 ←
Huge head team 3-3-0 ←
Big hits 2 3 4 ↓
Late hits 3 2 1 ↓
Hitz time 1 0 4 →
No crowd 2-1-0 →
Pinball boards 4 2 3 →
Show shot speed 1-0-1 ↑
Show the team's hot spot 2 0-1 ↑
No fake shots 4-2 4 ↓
No puck out 1-1-1 ↓
No one timers 2-1-3 ←
Big puck 1-2-1 ↑
Huge puck 3-2 1 ↑
Bulldozer puck 2-1-2 ←
Tennis ball 1-3-2 ↓
Snow mode 1-2-1 ←
Rain mode 1-4-1 ←
Domino effect 0 1 2 →
Turbo boost 0 0-2 ↑
Unlimited turbo 4 1 3 →
Win fights for goals 2-0-2 ←
Skills versus 2-2-2 ↓
First to 7 wins 3-2-3 ←
More time to enter codes 3-3 3 →
Disable previous code 0 1-0 ↓

ONI

Press Select during the game then enter these codes at the Help Screen

Big Head Mode
R2, R1, R2, R2, ●, ●, START, R2, ●, START
Big Mode
R2, R1, R2, R2, ●, ●, R3, R2, ●, L3
Easy Kill Mode
R2, R1, R2, R2, ●, ●, L3, R3 ●, R2
Hard Mode
R2, R1, R2, R2, ●, ●, R3, L3, ●, R2
Invincibility
R2, R1, R2, R2, ●, ●, R3, L3, R3 ●
Invisibility
R2, R1, R2, R2, ●, ●, R1, R3, L3, R3
Level Skip
R2, R1, R2, R2, ●, ●, L3, R3, R2, R1
Power Punches
R2, R1, R2, R2, ●, ●, R3, L3, ●, R2
Tiny Mode
R2, R1, R2, R2, ●, ●, L3, R3, R2, ●

ONIMUSHA

Extra Samanosuke
Complete the game with at least ten Fluorites found. Save the game when prompted to. When you start a new game select Extra for Samanosuke to play as Samanosuke in a panda bear costume Press R3 to take the panda helmet off
Extra Kaede
Complete the game with an S ranking Save the game when prompted to. When you start a new game, select Extra for Kaede to play as Kaede in a Chinese princess outfit
Special Trailer
Complete the game Select Special Feature and select Special Trailer to view a preview FMV of Onimusha 2
Oni Spirits Mini-game
Complete the game collecting all 20 Fluorites. Select Special Feature and select Oni Spirits to play the mini-game
Easy Mode
Die in battle against Osric 3 times. After that, it will be selectable when you start a new game. You will never be able to achieve an S ranking in this mode
Ultimate Mode
Complete Oni Spirits mini-game once Save the game when prompted to After that, it will be selectable when you start a new game You begin the game in this mode with the Bishamon Sword, unlimited Arrows, unlimited Bullets, unlimited Magics, and 99 Soul Absorbers

OPERATION WINBACK

Enter these codes at the 'Press start' screen
Trial Mode
Quickly press ↑, ↓(2), →(3), ←(4), then hold ▲ and press START
Max Power Mode
Quickly press R1, R2, R2, R2, R2, ▲, ●, ▲, ●, then hold R1 and press START
Sudden Death Mode
Quickly press L3, R2, R1, R2, ●, ▲, ●, ▲, then hold R1 and press START
All Multi-player Characters
Quickly press ↑, ↓(2) →(3), ←(4), then hold ● and press START

PARAPPA THE RAPPER 2

Blue Hat For Parappa
Successfully complete the game
Pink Hat
Successfully complete the game with the blue hat
Yellow Hat
Successfully complete the game with the pink hat
Song Test
Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in levels that you finished with a cool rating

PRO EVOLUTION SOCCER

European Classic Team
Win the European Cup as England
Holland Classic Team
Win the European Cup as Holland
Germany Classic Team
Win the European Cup as Germany
Brazil Classic Team
Win the American Cup as Brazil

PORTAL RUNNER

Full Health
Pause game play, then hold R2 and press ●(3), R1(2) R2 R1, ↑ ●, R1

All FMV Sequences
At the main menu hold R1 and press ←, →, ←, ↓, ↑, ↓, R1 ● R2 R1

QUAKE 3

Level Skip
While playing on any stage HOLD R1 + R1 + R2 + SELECT then while holding press ✕, ●, R1, ▲, ✕, ●, R1, ▲

RAYMAN REVOLUTION

Cheat Mode
Go to any map except the first and enter the options screen Select 'Sound', highlight the 'Mute' option, then hold R1 + R2 and press R2, R2, R2, R2, L2, R2 A cheat menu will appear

Secret Multi-player Maps
Go to the first map, then enter the options screen Select 'Language', then select 'Voices' Highlight the 'Raymanian' option, then hold R1 + R2 and press R2 R2 R2, R2, R2, R2 Three additional multi-player maps will be unlocked

Baby Soccer Secret Map Names
Hold R1 + R2 and press R2, R2, R2, R2, R2, R2 during game play in Baby Soccer

RC REVENGE PRO

All Cars
Press R1, R2 R2 R2 ● R1 at the main menu

All Tracks
Press R1 R1, R2, R1 ● at the main menu

Unlock Next Cup
Press R1, R1, R2, R2 at the main menu Enter this code repeatedly to unlock all seven championships

READY 2 RUMBLE: SECOND ROUND

Enter these codes at the character selection

Master code
←, →, ←(2), →, ↑, ↓, R1(5), R2
All Characters
←(2), →, R2, ←, →(2), R1(2), R2
Champion Costumes
←, ↓, →(2), ↑, R1 R2 R1(20) R2
Holiday Costumes
←(2), ↓, →, ↑, R1(8) R2, R1(4), R2
All Training
←, ↓, ↑, ↓, ↑, R1(20) R2,
New Year's Day Secrets
→, ↑, ↓(3), R1 R2
Valentine's Day Secrets
→, ↑, ↓(3) R1(2) R2
St. Patrick's Day Secrets
→ ↑, ↓(3) R1(3), R2
Easter Secrets
→, ↑, ↓(3), R1(4), R2
Independence Day Secrets
→, ↑, ↓(3), R1(5) R2
Halloween Secrets
→, ↑, ↓(3), R1(6), R2
Thanksgiving Secrets
→, ↑ ↓(3) R1(7) R2
Christmas Secrets
→, ↑, ↓(3) R1(8) R2
Thin Boxer
→(2), ↑ ↓, →, R1, R2
Fat Boxer
→(2), ↑, ↓, → R1(2), R2
Undead Boxer
←, ↑, →, ↓ R1(2) R2
Big Head
→(2), ↑, ↓, →, R1(3)
Big Gloves
←, →, ↑, ↓ R1 R2

Pause game and then enter these codes
Rumble Level 1
R1, R2, ↓, ↑(2), ←, R1(3), R2
Rumble Level 2
R1(2) R2 ↓, ↑(2), ←, R1(4), R2
Rumble Level 3
R2, R1(2) R2, R1, R2, R1(4), R2
←, →, ↑, ↓
Faster Speed
→(2), ↑, ↓, →, R1(4), R2

RED FACTION

Getting health
When low on energy, kill worker doctors and even Red Faction men to pick up more health and Environment Suits

RESIDENT EVIL CODE: VERONICA X

Battle Mode: Beat the game on any difficulty setting at any ranking to gain access to the first-person Battle mode
Alternate Chris: Beat battle mode with Wesker
First Person View In Battle Mode: Make sure you pick up the sniper rifle that Alfred drops in Antarctica
Infinite Rocket-Launcher: Finish the game with a ranking of A and it will be in the first item box you find
Play As Alternate Claire In Battle Mode: Beat the Battle Mode with Claire
Stop The Game Clock: Hold R1 and then press START during the game to pause it in order to save time
Unlock Linear Launcher in Battle Game: To unlock the Linear Launcher in Battle Game get an 'A' Rank with all the Battle Game Characters
Unlock Wesker in Battle Mode: In the incubation lab, pick up Weskers glasses off the floor
Magnum for Wesker in Battle Mode: Hit the slot machine in the casino room and the bottom will open to reveal a magnum
Avoiding Bats: The bats are scared by fire so walk around with your lighter on.
Alternate Father Ashford Death: Use the sniper rifle to shoot him in the heart 4-5 times then use the dagger to stab him in the heart
Extra Animations In Battle Mode:
Chris – after killing the Hunter and the Sweeper in the locker room, go back to the smashed mirror and press Action. Chris will do his hair. Press Action when Chris goes to the tiger statue He will put his hand into it and get cut
Steve – In the room just before the casino try to operate the drinks machine and Steve will become annoyed at not having enough change
Wesker – Look at the dummy in the doctors office and Wesker will tilt his glasses

RIDGE RACER 5

Control introduction sequence
Press R1 and R2 during the introduction sequence with the girl walking down the street during a race to cycle through three different effects for the portion that uses the in-game graphics
Quick Start: When in time Attack mode, hold R2 + R2 at the start to get a speed boost from the instant light turns green
Duel Mode: Finish in first place in lap and overall time in the Standard Time Attack GP
Bonus Cars: Successfully complete each of the Grand Prix circuits to unlock new cars
Breaking the Time Attack high scores also unlocks additional cars
'50s Super Drift Caddy: Finish in first place in the Danver Spectra race in duel mode to unlock the 50's Super Drift Caddy car in free run, time attack, and duel mode
Devil Drift: Finish in first place in the Rivelta Grande race in Duel mode to unlock the Devil Drift car in free run, time attack, and duel mode
VW Beetle: Finish in first place in the Solort Rumeur race in duel mode to unlock the new style VW Beetle car (with super grip handling) in free run, time attack, and duel mode
McLaren F1 Clone: Finish in first place in the Kamata Angelus race in duel mode to unlock the McLaren F1 clone in free run, time attack, and duel mode.
99 Lap Mode: Set the top score in each race of the Time Attack GP in Extra Mode, finishing in first place
Pac-Man Mode: Exceed 3,000 kilometers in total distance raced to unlock the Pac-Man Race Win the Pac-Man race to unlock a red roadster with a Pac-Man driver and the Ghosts on scooters as opponents

SILENT HILL 2

Extra Options Menu
Press R1 or R2 at the options screen to display an extra options menu with blood colour, map zoom, and other selections
In-game Reset: Press R1 + R2 + L1 + L2 + SELECT + START during game play
Completion Bonuses: Successfully complete the game Start another game and enter the extra options menu to access new features
A 'Bullet Adjust' option can be set allowing the normal amount of ammunition found at a location to be doubled or tripled
A 'Noise Effect' option can be toggled, also viewing option can be toggled, allowing scenes to be viewed without distortion
Additional Riddle Difficulty: Successfully complete the game under the easy, normal and hard riddle difficulty settings. Select the hard riddle difficulty again and begin a new game with a new combination of riddles
Reveal Signs: Unlock all five endings, then start a new game All signs will now be revealed
Book of Lost Memories: Successfully complete the game Start a new game and look for the newspaper stand near the Texxon Gas Station The Book Of Lost Memories can be found inside
Book of The Crimson Ceremony: This book can be found in the reading room on the second floor of the 'Nightmare' hotel
Chain Saw: Successfully complete the game under the normal difficulty and normal riddle difficulty settings Start a new game to find the Chain Saw among logs before the cemetery
Dog Tag: Complete the game with the "Rebirth" ending Start a new game and a dog house will appear near to Jack's Inn Look inside the dog house to find the Dog Tag hidden there
Hyper Spray: Complete the game twice Start a new game to find the Hyper Spray on the south side of the motor home
Obsidian Goblet: Complete the game and then start a new game and enter the Historical Society building The Obsidian Goblet can be found on a shelf
White Chrism: Successfully complete the game. Start a new game to find White Chrism vial in the kitchen of apartment 105 in Blue Creek Apartments

SILENT SCOPE 2: DARK SILHOUETTE

Convert Health to Time
Press START to pause game play in arcade mode, then press ↑(2), ↓(2), ←, →, ←, →, ✕ ● The sound of a gun will confirm correct code entry One half of a life will be converted into five extra seconds
Unlimited Credits: After continuing the game 101 times, you'll be able to increase the credits to infinite on the options screen
Additional Lives: Intentionally lose the game by dying repeatedly to increase the number of lives per credit between four to six
Additional time: Intentionally lose the game by allowing the timer to run out repeatedly to increase the time limit between 70 and 80

SILPHEED

All Weapons
Enter GLOIRE as name

SKY ODYSSEY

All Aircraft:
Press ⓡ, ⓞ, L1, R1, at the aircraft selection screen
All Missions: ⊗, Ⓐ, L1, L2, R1, R2 at the mission selection screen
Auto Gyro: Successfully complete all levels in sky canvas mode with more than 90 points
Corsair: Accumulate enough acrobatic points in adventure Mode to have ten of your missions grades marked with circles
Gold UFO: Successfully complete all levels in target mode with a gold rank
Me-262: Successfully complete the adventure mode
Silver UFO: Successfully complete all levels in the adventure mode with an A rank
Stealth fighter: Complete target mode with a total time of 10 minutes

SMUGGLER'S RUN

Pause the game and enter these codes
Invisibility
L1, L2, L1, R2, L1, R1, L2
Lighter Cars
L1, L2, L1, R2, L2, R2
No Gravity
L1, L2, L1, R2, ↑, ↑, ↑, ↑
Speed Decrease
L2, L2, L1, L2, ← ← ←
Speed Up The Time
L1, L1, L2, R2, →, →, →, →
Vehicles Float When Hit
L1, L2, L1, R2, ↑ ↑, ↑, ↑

SMUGGLER'S RUN 2

Pause the game and enter these codes
Increase Speed
L1, L2, L2, R2, → →, →, →
Invisibility
L1, L2, L1, L2, L1, L2, L2
Low Gravity
L1, L2, L2, R2, R2, R2
Decrease Speed
L2, L2, L1, L2, ←, ←, ←, ←

SOUL REAVER 2

Bonus Materials
Press ←, Ⓐ, →, Ⓐ, ↓, ⓞ, ⊗ at the main menu
Fire Reaver
Pause game play, then hold L1 and press ↓, ⓞ, Ⓐ, ↑, →, ⓞ

SPY HUNTER

All cheats are unlocked by completing all mission objectives within a set amount of time. To activate them enter 'System Options', then choose 'Extras' and 'Cheat Grid'

Saliva Spy Hunter Video
Complete level 1 in 3:40
Green HUD (Heads up Display)
Complete level 2 in 3:35
Saliva Your Disease Video
Complete level 3 in 2:40
Night Vision
Complete level 4 in 3:15
Early Test Anamatic Video
Complete level 5 in 3:25
Extra Cameras
Complete level 6 in 3:45
Rainbow HUD (Heads Up Display)
Complete level 7 in 3:10
Inversion Camera
Complete level 8 in 3:05
Concept Art Video
Complete level 9 in 3:45
Fisheye View
Complete level 10 in 3:15
Camera Flip
Complete level 11 in 3:10
Puke Camera
Complete level 12 in 3:30
Making Of Video
Complete level 13 in 2:15
Tiny Spy
Complete level 14 in 5:10
Hover Spy
Complete the entire game
Super Spy
Complete all 65 objectives in the game for unlimited ammunition and invincibility for your car

To see these videos enter these codes as your name. After the name has disappeared enter you own name and view the movie in the 'System Options' menu.
The Making of Spy Hunter FMV Sequence
MAKING
Saliva: Spy Hunter Theme FMV Sequence
GUNN
Saliva: Your Disease FMV Sequence
SALIVA

SSX

Press R2 at the character selection screen to enter the options menu and then enter these codes

Master Code
Hold L1 + L2 + R1 + R2 and press ↓, ←, ↑, →, ⊗, ⓞ, Ⓐ, ⓡ
All Players and Courses
Hold L1 + L2 + R1 + R2 and press ↓, ←, ↑, →, ⊗, ⓡ, Ⓐ, ⓞ
Running Man Mode
Hold L1 + L2 + R1 + R2 and press ⓡ, Ⓐ, ⓞ, ⊗, ⓡ, Ⓐ, ⓞ, ⊗
All Courses
Hold L1 + L2 + R1 + R2 and press ⓞ, ⊗, ⓞ, ⊗, ⓞ, ⊗, ⓞ, ⊗
Full Attributes
Hold L1 + L2 + R1 + R2 and press ⊗(7), ⓡ
No Outfits
Hold L1 + L2 + R1 + R2 and press ⓞ(7), ⊗

STAR WARS: BOMBAD RACING

Enter these codes at the main menu
All Death Star Mode
L1, L2, L1, R1, ↑, ←
Infinite Boost
L1, L2, L1, L2, ⓡ, Start
Mirrored Model
L2, L2, L2, R2, ⓞ, Start
Play as Boba Fett
ⓡ, ⓞ, Ⓐ, ⓡ
Play as Naboo Ksadu
R1, R2, L2, R2
Shark Racers
↑, →, ↓, ←, Start
Slippery Mode
←, →, ⓡ, ⓞ, L1, L2
Turbo Mode
L1, L1, L1, R1, R2, ⓡ
Unlock Battle Droid Language
Start, Start, Start, ↑,
Unlock Battle Tank
ⓞ, Ⓐ, ⓡ, ⓞ, Ⓐ, ⓡ

STAR WARS: STARFIGHTER

Master Code: Enter OVERSEER as a code Everything except the multi-player levels will be unlocked
Invincibility MINIME
Secret Ship For Bonus Missions: BLUENSF
Multi-player Levels ANDREW
Enemy Ship Gallery SHIPS
Spaceship and Cast Pictures HEROES
Pre-production Art: PLANETS
Programmer Message LTDJGD
View Programming Team. TEAM
Christmas FMV Sequence WOZ
Alternate Camera Angles: DIRECTOR
Press Start to cycle camera views or L1 to zoom in

STREET FIGHTER EX3

Unlock Evil Ryu
Beat the game on normal, or hard difficulty eight times with Ryu. After you do this, highlight Ryu, and hold Start
Unlock Narrator Sakura
Beat the game on normal, or hard difficulty eight times with Sakura. After you do this, highlight Sakura, and hold Start
Bison 2
Beat the game on normal, or hard difficulty 8 times with Bison. After you do this, highlight Bison, and hold Start
Hidden Battles
There are three extra battles available to you in Original Mode, depending on the character you select. Finish every stage with either a Meteo Combo, Meteo Tag Combo, or Character Parade to unlock the respective hidden battle
vs Kanji Hokuto or Nanase
vs. Shadow Geist, Skullomania or Sharon
vs Evil Ryu, Sagat, Ken, Sakura, and Vega (or Vega I)

SUMMONER

Alternate Ending
After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance Both will start an ending sequence

Fast Magic
Cast a spell, press Ⓐ to display the pause menu, then select the 'Skills' option. Exit out to resume the game with your spell being cast without a delay

Reduce AP cost of long chains
Get a 'chain 4' or higher attack, then quickly press L1, L2 (or R2, R1) to switch to another character and then back to the original character. If done correctly, your chain number will reset to 1 without slowing your attack

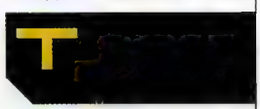
SUPER BUST-A-MOVE

Enter these codes at the "Push Start button" screen
Another World Press Ⓐ, ←, →, Ⓐ
Secret Characters Press Ⓐ, →, ← Ⓐ

SWING AWAY GOLF

Characters Unlocked
At the main menu press L2, R1, L2, R2 ↑, →, ↓, ← L1 R1

Left-Handed Players
For a left-handed player, hold Start + R2 whilst selecting your character and then press ⊗



TEKKEN TAG TOURNAMENT

Start match with second character selected hold Tag and press Start

Gallery Mode: Unlock Devil and Angel to access Gallery mode
Tekken Bowl Mode: Unlock Ogre to access Tekken Bowl mode Try to hit Dr Boskonovitch in the background while you're playing
Tekken Bowl Juke Box: Score more than 200 points in Tekken Bowl. Press Start select Bowling Options, and choose a song
Tekken Bowl Dancin' Mode: Select Alex or Roger, then select Panda or Kuma. Bowl a strike and they'll do a synchronised dance
Theatre Mode: Successfully complete the game in arcade mode under any difficulty setting once to unlock Theatre mode which allows the FMV sequences to be viewed
Hidden Video: Unlock Theatre mode then highlight the movie option. You'll see a choice of three videos. To unlock the video called 'EMBU 2', complete Arcade mode with Unknown
Fight as Alex: Highlight Roger and press ⊗ at the character selection screen
Fight as Angel: Complete Arcade mode until Devil is unlocked. Now, highlight Devil and press Start at the character selection screen for Angel.
Fight as Gold Tetsujin: Win ten matches in Versus mode
Fight as Heihachi: Complete Arcade mode under the normal difficulty setting without losing any rounds, in less than five minutes. 30 seconds
Fight as Tiger: Highlight Eddy's screen and press Start
Fight as Tetsujin and Unknown in Arcade mode: Select Arcade mode, then scroll down the character list to the bottom left corner (where you'll find Wang). Press ← and both characters appear and can be selected
Special costumes: Press Start when selecting Jun, Michelle, Ganryu, Forest, Jin, Xiaoyu, Kunimitsu, Lee, Devil, or Eddy
Devil's alternate costume: Press ⊗ while selecting Devil to get a Red Devil
Change Unknown's Fighting Style Without Tag
Press Analogue stick ↓
Special Tag Throws
Anna: Press Forward, ↓/Forward, ↓ + R2 + Ⓐ, then tag to Nina
Armor King: Press ↓, ↓/Back + Ⓐ + ⓞ, then tag to King
Baek: Press Forward + Ⓐ + ⊗ then tag to Hwoarang
Heihachi: Press Forward, Forward + R2 + Ⓐ, then tag to Jun
Hwoarang: Press Forward + Ⓐ + ⊗, then tag to Baek
Jack-2 : Press Ⓐ + ⓞ, then tag to Gun Jack
Jin: Press Forward, Forward + R2 + Ⓐ, then tag to Jun
Julia: Press Back + Ⓐ, then tag to Michelle
Jun: Press Back, R2 + Ⓐ then tag to Kazuya,Jin,Heihachi
Kazuya: Press Forward, Forward + R2 + Ⓐ, then tag to Jun
King: Press Back, R2 + Ⓐ then tag to Armor King
Xiaoyu: Press Forward, Ⓐ, R2, then tag to Panda

TEST DRIVE: OFF-ROAD WIDE OPEN

Pro Class Trucks
Successfully complete the first nine tracks in single race mode
Unlimited Class Trucks
Successfully complete the first 27 tracks in single race mode
Monster Truck
Successfully complete all 36 tracks in single race mode under the hard difficulty setting to unlock a monster truck
Humvee
Finish in first place in the first three seasons of Career mode in all divisions
Shelby Dodge Durango
Finish in first place in season four of Career mode in the speed division
Dodge T-Rex
Finish in first place in season four of Career mode in the power division
Rod Hall Hummer
Finish in first place in all divisions in Career mode

THEME PARK WORLD

All Purchases Are Free
Press ←, ↓, ⊗ ⓞ eight times while in the park
Golden Tickets
Press ↑, ↓, ←, →, ⓞ, →, ←, ↓, ↑, ⓞ four times while in the park
All Items Researched
Press ↑, ↓, ↑, ↓, ←, ↑, ↓, ↑, ↓, → nine times while in the park
All Awards
Press ↑, ↓, ←, → ⓞ →, ←, ↓, ↑, ⓞ five times while in the park

THIS IS FOOTBALL 2002

Africa All-stars Team. Win the Africa Cup
America All-stars Team. Simply win the America Cup
Asia All-stars Team Win the Asia Cup
German League All-Stars Team. Win the German League
Leicester Square Pitch. Simply in the European Cup
Credit FMV Sequence. Simply win the Timewarp Cup

TIGER WOODS PGA TOUR 2001

Distract Opponent
During a multi-player game, press on of the action buttons while your opponent is aiming and starting their swing

Faster CPU turn
Hold L1 + Ⓐ when the CPU hits the ball

TIME CRISIS 2

Auto Bullets
Clear the Story mode twice at any difficulty level to unlock the capacity to fire 20 bullets in one trigger
Auto Reload
Clear the Story mode at any difficulty level using your Auto Bullets
Wide Shots
Clear the Story mode at any difficulty level with the Auto Reload function

TOP GEAR DARE DEVIL

At the main menu enter these codes

Alternate Colors
↓, ⓡ, ↓, R2, →(2), ↑, ←, ⓞ(2), L2, L1

Motion Blur Effect
↑, ←, ⓞ, ↓, →, ⓡ, ↑, ↓, ←, →, ⓞ, ⓡ. A Blur setting will appear on the options screen

All Cars
ⓡ, ↑, ↓, →, ←, ⊗, ⓞ, ⓡ while the main screen is loading

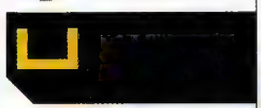
Unlock All Bonus Levels
At the club house ON TV SCREEN press L1, L2, R1, R2

Unlock All Cities
At the club house ON TV SCREEN press L1, L2, R1, R2

TWISTED METAL: BLACK

To use these codes set the control option to 'Classic' and enter during gameplay

Invincibility
Hold L1 + L2 + R1 + R2 and quickly press ↑, ↓, ←, →(2), ←, ↓, ↑ during game play. Alternately, hold L1 + L2 + R1 + R2 and press →, ←, ↓, ↑
Unlimited Health and Turbos
Hold L1 + L2 + R1 + R2 and quickly press →, ←, ↓, ↑
Mega Machine Guns
Hold L1 + L2 + R1 + R2 and quickly press ⊗(2), Ⓐ
One Hit Kills
Hold L1 + L2 + R1 + R2 and quickly press ⊗(2), ↑
God Mode
Hold L1 + L2 + R1 + R2 and quickly press ↑, ⊗, ←, ⓞ
Weapons for Health
Hold L1 + L2 + R1 + R2 and quickly press Ⓐ, ⊗, ⓡ, ⓞ
Alternate Weapon View
Press Start + a directional button



UNREAL TOURNAMENT

God Mode
Press pause and enter ⓡ, ⓞ, ←, →, ⓞ, ⓡ.

All Ammo
Pause game and press ←, →, ⓞ, ⓞ ⓞ →, ←

Cheating the Ladder
On the resume game menu, select an existing saved game, and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓

Advance Through the Current Map.
Pause and press ↑, ↓, ←, →, →, ←, ⓞ.

Unlock Everything
Create a saved game file, then select resume game from the *Unreal Tournament* starting option screen. Then, highlight the file you want to unlock everything in and type in ↑, ↓, ↓, ↓, ↑, ←, ↑, →, ↓ If you entered the code correctly you'll automatically be at the 'select level' screen

Enter these codes at the main menu

Unlock Big Head Mutator
←, →, ← →, ←, →, ⓞ, ⓞ, ⓞ

Unlock Fatboy
ⓞ ⓞ ⓞ ↑, ←, ←, ↑, ⓞ, ⓞ ⓞ

Unlock Stealth
ⓡ, ⓡ, ⓞ, ⓞ, ⓡ, ⓡ, ⓞ, ⓞ

WACKY RACES

At the cheat code screen enter this code

All Tracks CHIMPGIVEAWAY
All Gadgets GADGETCLEAROUT
All Cars MONKEYSPOILERS
Kid Mode. THOSEWACKYKIDS
Dastardly Difficulty Setting FASTCARSAGOGO

WDL: WAR JETZ

Enter codes
All Codes and Levels Unlocked
TWLVCHTS
Level Select
JMPTT
Invincibility
DNGDM
Super Armour
MRRMR
Faster Jets
ZPPY
Big Guns
HMMR
Huge Guns
QD
Rapid Fire
FRHS
Speed Shots
NSTNT
Dual Fire
NDBMBS
Spin Shots
DZZY
Shields When Rolling
SCRW
Top Gun Mode
DH
Overlords Mode
VRLRDS
Valhalla Mode
WNRLFST
Ghost Mode
SNKY
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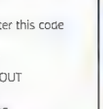
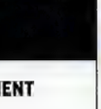
PYRS
Switch Planes
NDCSN
Instant Win
SMSHNG
Slow Down to Hover
SSPNDRS



WILD WILD RACING

Cheat Mode
Hold R2 and press ↑, ⓞ, ↓, ⓞ, ←, →, ←, →, ⓞ at the options screen. A new window titled 'Secret' should appear at the bottom of the options screen to confirm correct code entry. Go to single-player mode and enter your name as NORTHEND This will unlock all courses, cars and the ice cream van and cow catcher (UFO)



X-SQUAD

Enter all these codes at the main title screen
Private Rank: Press R2, ⓞ, Ⓐ. This gives you a game with Michaels 9mmS, 99 clips, and bonus points displayed
Sergeant Rank: Press Ⓐ, ⓞ R2. This gives you no weight limit, Taylor M82, Michaels 9mmS, 99 clips and bonus points displayed
Lieutenant Rank: Press L2, L2, L1, L2 This results in a game with a level 2 shield no weight limit, Taylor M82, Michaels 9mmS, 99 clips, bonus points displayed and a 10,000 point bonus when a level is completed
Captain Rank: Press ⓞ, L1, ⓞ, L1, Ⓐ L2 Do this to get a radar, no weight limit, Taylor M82, Michaels 9mmS, 99 clips and bonus points displayed
Major Rank: Press L2 R2, L2 Ⓐ, L1, ⓞ L1 You'll get to play a game with a level 3 shield, Level 3 sensor, radar, no weight limit, Taylor M82, Michaels 9mmS, 99 clips and bonus points displayed.
Colonel Rank: Press Ⓐ, R2, ⓞ, R2, Ⓐ, ⓞ This results in a game with a level 3 shield, level 3 sensor, radar, no weight limit, beginner level of all weapons, 99 clips for each, and bonus points displayed.
General Rank: Press L1(2), L2(2) L1(2) L2(2) You'll get a game with a level 3 shield, level 3 sensor, radar, no weight limit, intermediate level of all weapons, 99 clips for each and bonus points displayed
Master of X-Squad rank: Press ⓞ(4), Ⓐ R2(4). You'll get to play with a level 3 shield, level 3 sensor radar, no weight limit, master level of all weapons, 99 clips for each and bonus points displayed

ZOE

All characters and levels in versus mode Complete the game easy mode with at least a 'D' rating

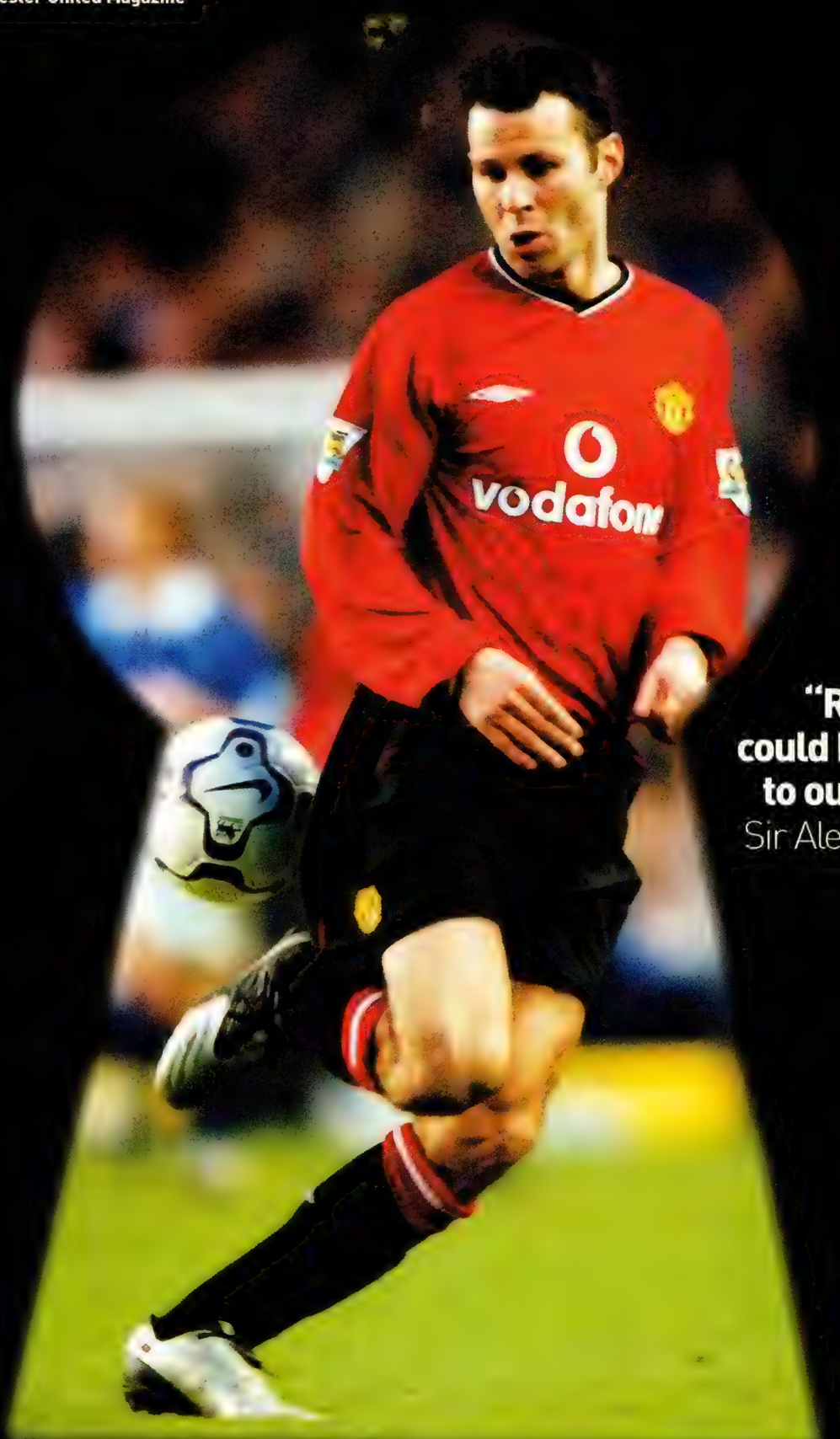
Alternate ending sequences
Earn an 'A' rank in all SOS calls. New music will play during the ending sequence

Full Health and Ammo During Gameplay
Press pause during battle press L1, L1, L2, R2, L1, L1, L1, L1, L2, L2.

Unlock Versus Mode Without Beating Game
At the title screen where it says 'Pust Start Button' press ⓞ, ⊗, →, ←, → ← ↓, ↓, ↑, ↑

United

The Official Manchester United Magazine



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PREVIEWS include: Huge 2002 blowout **REVIEWS include:** Jak and Daxter **PLUS:** PSM2 DVD #14

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"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Daniel Dawkins

THE GREED, THE BAD, AND THE UGLY

Shoddy, despicable, and a complete waste of £40 – but diabolical games continue to clog the shelves. Why?

Look into the bargain bin of your local retailer. Chances are you're staring at six copies of *Woody Woodpecker* and some 'revolutionary' driving games – probably set in the near future. Thing is, before Christmas, B-list titles were being proudly displayed for up to £40 a pop, tempting you with glorious in-game renders and, more likely than not, a lucrative license. You wouldn't have heard of them before because, frankly, they appeared to have been bodged together in months, play-tested by Stevie Wonder and rushed to the shops before the specialist press knew they existed. How do they get away with it? Did 3DO really think *Army Men: Green Rogue* would give Hideo Kojima sleepless nights? What's hardest to understand – and this is the killer– is that awful games aren't always the product of greed. Sometimes, horrific software is a labour of love.

A project might begin with grandiose plans and an 18-month development cycle, but when deadline looms, all that matters is producing a working product – let alone a genre-defining masterpiece. On a recent visit to developers Criterion, PSM2 was amazed to find the *Burnout* team racing against the clock to avoid a £50,000 late submission fee. Though the game had been virtually complete for months, the process of play testing, ironing out bugs and applying final polish was proving a gargantuan task. Given the chance, most developers would've approached their projects differently – but such is the nature of the creative process, that when you set off on a path, it's almost impossible to change tack.

Bad games begin in the meeting room. Who, for example, thought they could produce an entertaining game about sky surfing – an 'extreme' sport, where a bloke strapped to an ironing board falls out of a plane, pausing occasionally to form jazz hands? If you're going to deal with a dull subject, you've got to take liberties. Compare, for example, the different approaches taken by photography games *Primal Image* and *Polaroid Pete*. The former a diabolically earnest representation of glamour photography, the latter a snap-happy, comedy romp through the land of make-believe. A solid idea is the cornerstone of quality – you can't buff barf.

CYNICAL EXECUTION

Technological innovation causes similar problems. When developers make quantum leaps in graphics, artificial intelligence or peripheral technology, the temptation is to clumsily forge a premise to the innovation – rush releasing a game in a vein attempt to cash in. Years ago, buzz-word graphical advances such as Voxel Technology and Sprite Scaling led to a raft of dire games frantically attempting to exploit such techniques. Today, we can hardly move for pedestrian 'cel-shading' games – like *Wacky Racers* or *Yanya Caballista*. Sci-fi racer *G-Surfers* relied heavily on its 'Trackman' course editor technology, leaving an unremarkable gaming experience flapping in its wake.

"A SOLID IDEA IS THE CORNERSTONE OF QUALITY - YOU CAN'T BUFF BARF"

LONG ARMY OF THE LAW: The series that will not die has never spawned anything that you'd consider a must-have game.

Pioneering techniques should be the polish, not the driving force, of a good game.

New consoles are inextricably linked to poor titles. Developers haven't had time to master the hardware, and, crucially, punters are desperate for new games to justify their outlay. How else do you explain a tragedy like *Eternal Ring*? PS2's first RPG was rushed to market, hoping to cash in on fans of the genre. Lazy software publishers always plug holes in the market with bog-standard games, exploiting the punter's lack of choice. Don't forget, games are essentially a business decision – solely concerned with reaping profits. That's why there're so many mundane driving games, it's the UK's largest – and most profitable – genre.

Without casual gamers' cash, depressingly average titles like *Lotus Challenge*, *Penny Racers* and *Test Drive: Offroad Wide Open* wouldn't exist.

MEDDLE OF HONOUR

Sometimes, marketing folk are to blame. Take Infogrames' *UEFA Challenge*, for example. The game began life as a studied simulation of football, akin to genre master *Pro Evo*. Halfway through development, it's rumoured that the marketing team panicked and ordered the programmers to produce an arcade-style game in the vein of *FIFA* – a traditional strong seller. Months later, having

PS2'S WORST GAME: EXPLAINED

PS2's worst game is *International League Soccer* – scoring an unprecedented seven percent back in PSM2#12. How did such an atrocity occur? You'd be amazed.

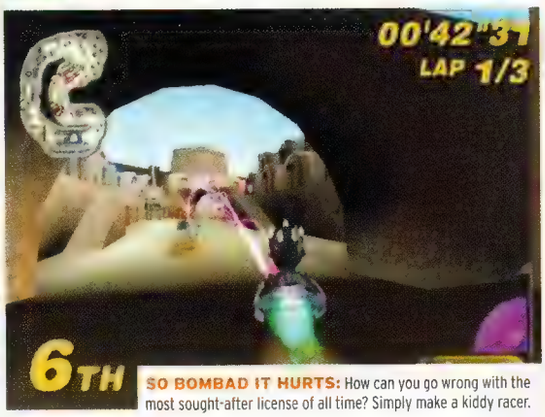
1. ***ILS* began life in Japan as Taito's *Perfect Striker* – a game created to showcase Sony's new voice activation technology. Fun as it was to bark commands at the screen, the game played like a dog.**

2. **British firm EON Digital Entertainment buy the publishing rights to *Perfect Striker* – more than likely at a reasonable price – hoping to plug a gap in the UK's PS2 football market with minimal expense.**

3. **EON ditch the voice command mode, and with subtle re-programming, mimic the startlingly basic controls *with a joypad*. Think about it.**

4. **Having apparently saved money – tweaking an already finished game with a shoddy localisation job – EON 'cunningly' acquire the rights to Roy Keane's image and slap his face on the game's cover. Roy wouldn't endorse anything trashy, would he?**

5. **The game's rushed to the shops before PSM2 and other mags can get hold of review code. Result: you aren't pre-warned about how bad it is – cue sales on the strength of Roy Keane's image and tons of distressed gamers. Nice, no?**



SO BOMBAD IT HURTS: How can you go wrong with the most sought-after license of all time? Simply make a kiddy racer.

revised most of their original plans, the programmers were told to compromise and produce a game somewhere between the two. Is it any wonder that the finished game plays an uncertain game of football? It's no good targeting titles at trendy demographics and lifestyles, if the product doesn't match expectations. Marketing should assuage, not dominate the programmer's vision.

Developers have enough on their plate. There're only a few software houses in the world with sufficient talent, cash, technical resources and management backing to produce classic titles at will. The epic *FF10* was produced by over 180 people over a period of two years. The same goes for titles such as *GT3* and *MGS2* – helmed by genius producers dictating their own deadlines. The N64 game *Legend of Zelda* – regarded by some as the greatest videogame in history – was delayed almost 18 months after its scheduled release date, revered producer Shigeru Miyamoto refusing to release the game until it was perfect.

The average European developer has a staff of 10-20, including artists and sound engineers, many of who are fresh from college and unfamiliar with the target hardware. Far from producing a magnum opus, these teams are often delighted just to ship a respectable product on time. It's not an excuse for poor games, but a reflection of the enviable resources commanded by Sony, Konami and EA. Quite often, modestly sized teams are told to directly compete with these hyper powers – usually by marketing folk – leading to predictably unfavourable comparisons. Don't get us wrong, ambition's great – Rage's *GTC: Africa* is a decent game, but it does pale in comparison to *GT3*.

Invariably, the worst games belong to lucrative licenses. *Star Wars: Super Bombad Racing*, *The Flintstones: Viva Rock Vegas*, *Disney's Dinosaur*... the list goes on. What usually happens is that a publisher acquires the rights to a potentially lucrative license – often at great expense – and rushes out a heftily compromised game to strike while the property's hot. *Viva Rock Vegas* was rushed to the shops before magazines could review it, offering the movie as a bonus feature. What the packaging omitted to tell you, was that the game itself – a limp racer – wasn't worth its weight in corned beef, and you were essentially paying for a DVD with trivial extras.

These cynically produced titles are often limply defended as being 'for the kids' – vaguely justifying the non-existent gameplay. Thing is, these games aren't priced 'for the kids' – reduced, at best, to the princely sum of £29.99. Just because a title's targeted at a younger audience, it shouldn't be an excuse for reduced quality. Games like *PaRappa the Rapper 2* or *Super Bust-A-Move* – and movies like Toy Story – show how careful craftsmanship can bridge the generational divide.

TURF NUT TO CRACK: It doesn't get more dreadful than *ILS* - a UK localisation and a famous face can't save it.

"TEAMS ARE OFTEN DELIGHTED JUST TO SHIP A RESPECTABLE PRODUCT ON TIME"

THE MONEY RETURNS

There're many tired excuses for poor software – team members deserting the company, programmers being forcibly drafted to alternate projects – but ultimately there's only one person to blame – and that's us. Every time we buy a duff game, we're unconsciously encouraging publishers to try again. If more people boycotted lousy software, there'd be less incentive to make it. Problem solved? Not quite...

Paradoxically, classic games depend on mundane software. Eagerly awaited, resource-intensive titles like *MGS2* cost big bucks, forcing companies with limited budgets and spiralling costs to release average, but underachieving, games to keep the coffers ticking over. An anticipated title might be able to shift over two million units worldwide, but it's often years before it gets released. If it was a software house's only on-going project, they wouldn't be in business long enough to actually see how it sold.

Software pirates – angry at the number of poor quality games sold at top dollar – are only compounding the problem by counterfeiting resource-intensive games like *GT3*. It's a catch 22 situation – and in the interim at least – duff games serve a questionably higher purpose.

Yin and yan. Good and evil. *Pro Evo* and *International League Soccer*. Inevitable as it is tragic, each depends on the other. Nobody's *making* you buy duff games, so take pride in your vigilance, and understand that in some small way, that sad little bargain bucket is part of the order of life. **PSM2**

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

"The prime reasons are time and money. That's to say, the lack of them. If a developer thinks a game will take x months to complete, and that length of time slips to x+6 months (or more) then problems start to appear. Essentially, the game has to be released as soon as possible because a publisher can't keep ploughing money endlessly into development. Result? Games are released that might not *exactly* match the original concept"

"GAMES GET MADE TO MAKE MONEY... IT'S A SHAME THAT ORIGINAL CONCEPTS IN THE BUSINESS NOW ARE OFTEN SEEN AS UNCOMMERCIAL OR EXPERIMENTAL. LONG-TERM, THIS FEELING CAN ONLY HAVE NEGATIVE EFFECTS FOR GAMERS"

"Sometimes, the vision and focus of the game isn't adequately communicated through the team at the start of the project. Some people get it, some don't and then everybody gets to the end of the project and realises that, although they've been sitting next to each other for the past 18 months, they've actually been making different games, none of which turn out be any good when combined.

Some games aren't good ideas (a football game that's played between two teams of insects – "But my four-year-old daughter thinks it's a great idea!"). Then they somehow manage to sell it to a publisher that wants a cheap filler product and 12 months later... out it goes!

Game development's tough. You have to work consistently hard to give the player nice things to look at, but most of the time you can't be 100% sure which bit they'll want to see so you've got to cover a lot more bases. Also, from a technology point of view, very few movie productions start with the crew inventing a new camera, or building robot actors. Which is something that a lot of game developers do when they start a game and spend six months putting together a game engine"

NEXT ISSUE

EXTRAS! EXTRAS!

Bless the DVD format. With unlockable features turning up on almost every decent release, PS2 discs are looking like genuine value for money. Just a bonus, or a real selling point? We give it a good prod.

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PLAYSTATION 2 MAGAZINE
PSM2

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

トクセンショウホウ

プレビュー

TERMINATOR: DAWN

LIVING BOOM: As well as automatic rifles and shock batons, you'll need to get to grips with C4...

They don't feel pity or remorse or fear. And they absolutely will not stop, ever, until Sarah Connor's brown bread. Best sort it. Now.

ARMY ME ME: You won't always face Terminators on your todd - AI controlled fighters help you at times.

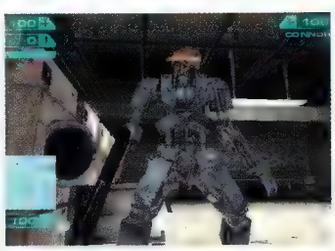
"The .45 long-slide with laser sighting... Uzi nine millimetre... nice night for a walk." It's said that Arnie only gobs 74 words in the entire length of The Terminator, the original movie. We haven't counted them. But we know someone who has.

The idea: Everyone's seen the first film, right? Well this is a prequel. Set in the future, your goal is to send Kyle Reese into the past to protect Sarah Connor.

Best Features: Rather than opting for a *Devil May Cry*-style one-man-against-a-marauding-force style of play, developers Paradigm (the boys responsible for *Spy Hunter*) are throwing three characters into the mix. You'll get to play as all of them. First is Kyle Reese – good all-rounder who requires specialist help at times. Next up, Catherine Luna. She's equipped with silent weapons, essential for those missions where – get this – you have to be *stealthy*.

Kobal Collection/Orion

CURRANT BUNKER: You'll get the chance to jump behind the controls of an outpost Gatling gun.



VIEW LOOK GREAT: Paradigm say they're taking the camera system 'to the next level'. Nice.

OF FATE

The final character will be used for those moments when major firepower's required. Surprisingly though, ammunition will be limited at points in the game – so you'll need to look at alternative ways to take out enemies. Faced by a group of Terminators, you might opt for blowing out the ceiling, covering them with rubble and nicking their weapons – and there'll be at least 13 types available in the game in addition to your character's own signature weapon.

Bottom Line: The PSM2 team's split over whether this is indeed, the best license ever, or just a little too 1980s to stomach. With it missing the rumoured time-travel element this really does need to be full-on action all the way to unite us again.

ANTICIPATION ★★★★

FRIED REECE: We're assured that there'll never be a quiet moment - just constant action.

CLIMAX PAIN: The end of the game and the start of the first film are only five minutes apart.

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK SPRING

FREEKSTYLE

EA's Canadian BIG studios are turning out some corkers – just look at *SSX*, *SSX Tricky* and *NBA Street*. They already have a promising line-up for 2002. In the Spring we'll be able to get stuck into icy racer *Sled Storm 2* and this, their take on mad-ass motocross...

The idea: It's not all about coming first – the very idea. No, it's all about being fearless, apparently. Choose your rider from eight ker-ker-kerazily named dudes from the freestyle motocross world (Clifford Adpptante and Leeann Tweeden sound like they should be rolling around in a Channel 5 erotic drama) and get them 360-ing and superman seat grabbing around nine different venues.

Best Features: There's a little over 80 tricks to use individually or in a combo. Game modes include Circuit, Race and Freestyle. Expect your DualShock 2 motors to be revving overtime due to the rough terrain.

Bottom Line: BIG's reputation's enviable. They're one of the coolest development team's in the business – we have high hopes they can make motocross entertaining at last.

ANTICIPATION ★★★★

"IT DARES YOU TO HARNESS THE POWER OF YOUR BIKE WHILE PULLING OFF SICK STUNTS IN INSANE, OVER-THE-TOP WORLDS"

EA SPOKESMAN

Fingers-crossed, this should prove to be *SSX* for offroad fans - the motocross games on PS2 have been a bit pump so far. Come on EA, sort it out...

WHEELIE GOT TO GO: Start off with basic tricks - incomplete stunts will lose you valuable time.

FREEK IN HELL: *FreekStyle*'s worlds will allow you to go almost anywhere - no barriers here.

HANDSTAND BOARDMAN: Catch some air to spy short cuts and hidden routes.

EXPECTED UK WINTER

TIGER WOODS PGA TOUR 2002

The idea: We'll give you three guesses. No, make that two. This time, there's a whole new game engine – so the graphics and physics should be crisper than ever.

Best Features: A brand new Total Control Swing™ system gives you tighter control over whether you hit it straight, slice it or draw it back. It being the ball. New modes include Practice (from anywhere on the course) and Career, where you take on a range of amateurs and pros before facing Woodsy himself. There's also a new Split Screen/Speed Golf option – first to the hole wins.

Bottom Line: Seven different courses should give it a bit more lifespan.

ANTICIPATION ★

MIKE TYSON HEAVYWEIGHT BOXING

"TAKE A LOOK AT THE FOOTAGE ON THE DVD"

MARCH

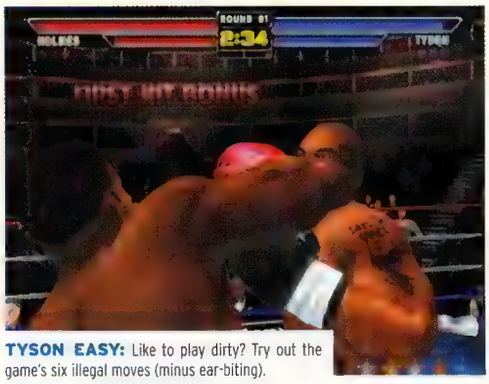
KNOCKOUT KINGS 2002

The idea: The best-looking boxers in the business are back. What made *Kings'* 2001 predecessor stand out was the way you could face off Ali against Lennox Lewis, Sugar Ray Leonard against Oscar De La Hoya – and the way their faces looked so bruisingly real. This will continue through to its sequel, although the increased polygon count should ensure they look better than ever.

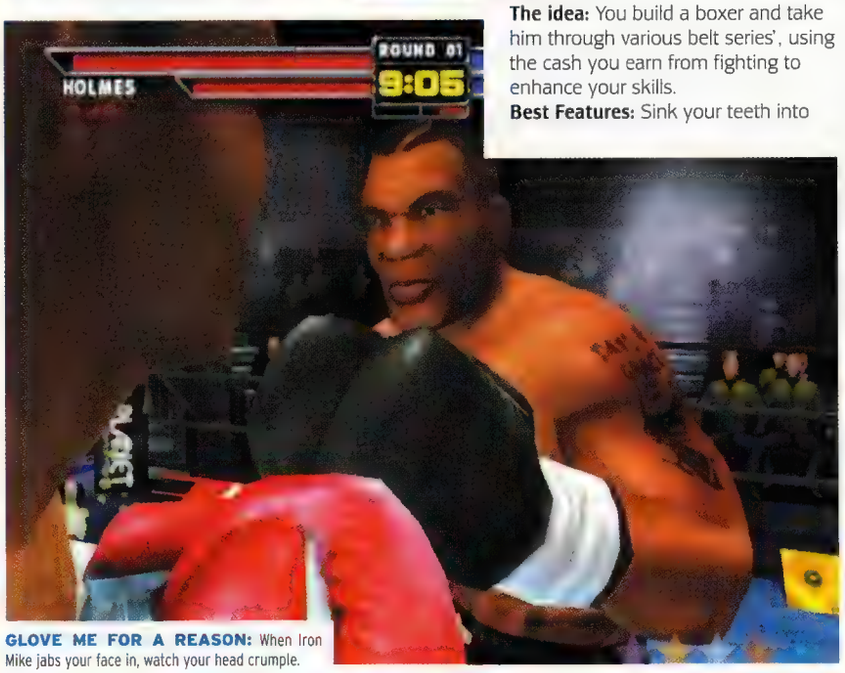
Best Features: Like *Tiger Woods*, *Knockout Kings* is getting a whole new game engine for its 2002 outing – reportedly this has ensured the game responds even quicker (but we've yet to see it). The game also features an all-new artificial intelligence system – so you'll experience the real-world fighting styles of the licensed boxers when you meet them.

Bottom Line: It's sneaking out a month before *Tyson*. Smart, EA...

ANTICIPATION ★★



TYSON EASY: Like to play dirty? Try out the game's six illegal moves (minus ear-biting).



GLOVE ME FOR A REASON: When Iron Mike jabs your face in, watch your head crumple.

EXPECTED UK APRIL

MIKE TYSON HEAVYWEIGHT BOXING

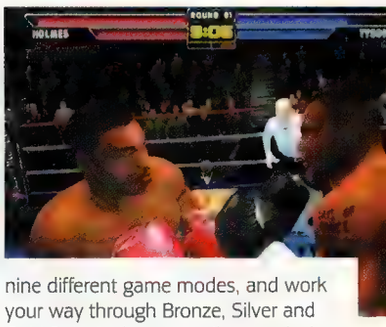
PSM2 recently saw this in action – and came away shaking. Going first-person against the pummelled mug of the man himself makes you appreciate why Bruno turned to Goldilocks and The Three Bears...

The idea: You build a boxer and take him through various belt series', using the cash you earn from fighting to enhance your skills.

Best Features: Sink your teeth into nine different game modes, and work your way through Bronze, Silver and Gold Belt challenges until you unlock the Mike Tyson Challenge. You get to 'be' the man himself in the last two modes. There's also a system of unlockable bonuses, including special combos, signature punches, stadia, taunts, entry tunes and more. Beat a boxer with a tattoo you've taken a shine to, and you get that tattoo. You can also buy their special move, then call up Tyson at any point for a 'friendly' fight to see how your skills are coming along.

Bottom Line: This looks *grrrreat* – take a look at the footage on the DVD (keep an eye out for how solid the fighter models are – when they're hit, Christ, they really seem to feel it).

ANTICIPATION ★★★



APRIL

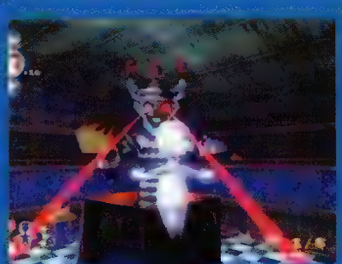
TD OVERDRIVE

The idea: It's another driving game – but this one, like the rest, boasts its own unique take on racing. This time it's illegal. You peg it around four real-world cities (including everyone's favourites London and San Francisco) at 175mph, all the time keeping an eye out for the rozzers.

Best Features: More than 20 sports and American muscle cars to race down busy city streets (where pedestrians leap out of the way and roadside objects can be trashed). There's also a story mode of sorts, where you challenge other street racers while avoiding the police.

Bottom Line: There's stiff competition already – but the illegal thing's cool.

ANTICIPATION ★★



SPRING

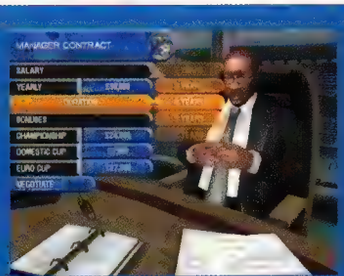
CASPER: SPIRIT DIMENSIONS

The idea: The dough-headed dead boy's back – and he needs to save the spirit world from the invasion of Kibosh and his henchman. Gripping stuff.

Best Features: The 3D engine works surprisingly well, and the graphics are pretty good – in fact, the visuals are the best thing about *Casper*. The actual game mechanics are basic – collect jewels and power-ups and unlock doors to the next level (it's not as if he could fly through them or anything), but using the left and right Analogues, you're given complete freedom of movement.

Bottom Line: It's already out in the US, where it received OK-ish reviews.

ANTICIPATION ★



MAY

PREMIER MANAGER

The idea: Developers Runecraft Studios want to bring the human touch to football management – this isn't a game that's confined to spreadsheets...

Best Features: ... So, as well as 2D tables to help you manage your team's interest, you get your management world recreated in 3D, full of staff, players and bosses reacting to your decisions. Gauge a player's mood by their facial animations – and use it to your advantage in negotiations.

Bottom Line: Could prove to be a soothing entry into the high pressure world of footy management for those new to the game.

ANTICIPATION ★★★

MAY

TAZ WANTED

The idea: Are you ready? Taz has escaped the clutches of Yosemite Sam and he's a devil on the run. You need to destroy all the Taz Wanted posters and avoid capture, all the way back to Tasmania.

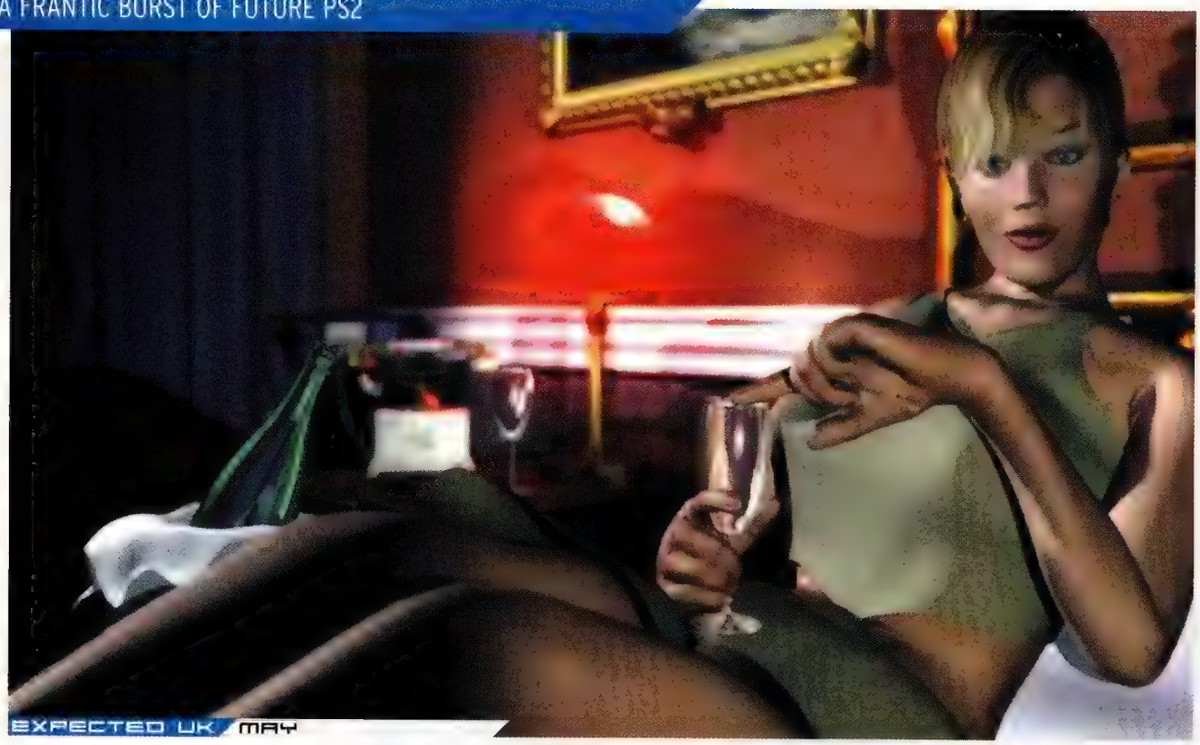
Best Features: Developers Blitz Games promise us that they've managed to "bring the look right up to date by putting Taz in a contemporary environment..." It certainly looks different to anything else on PS2.

Bottom Line: We hope the team behind it can lift this above the usual run-spin-smash style of play. Could be perfect for the sproglett gamers out there then.

ANTICIPATION ★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2



EXPECTED UK MAY

STUNTMAN

One of the most hotly anticipated games due in the next six months, *Stuntman* dumps rush-to-the-finish-line racing in favour of shoulder-dislocating feats of daring.

The idea: Drive cars, roll 'em, crash 'em, jump 'em. You're hired as the stunt driver for a series of films, ranging from a political thriller high in snowy mountains (cue snowmobile action) to a geezer-em-up set in the streets of London. All brought to you by the guys behind *Driver*.

Best Features: The car physics we've seen so far are fantastic – Reflections really do know their motors. Do well in the game, and you can fill your own personal 'Stunt Arena' with more equipment to show off with – everything from simple ramps to loop-the-loops. There won't be an option to rack up a load of buses and clear them like Evel Knievel though – unfortunately there's no bikes in the game (go on Reflections – sneak one in at the end, eh). And being a film-related game, we wouldn't be surprised if the game felt more like a DVD movie when you slip it into your PS2, complete with bonus extras. Watch this space for more info...

Bottom Line: As long as the game manages to avoid a start-crash-reset, start-crash-reset, start-success!-next stunt style of frustration, we'll go nuts for it. Looking stylish...

ANTICIPATION ★★★★★

JEEP WHORE: This 4x4 takes a lot of punishment during the Indiana Jones-style romp in Egypt. Roll it...

TUK SHOT: Rival gangs are fighting for control of Bangkok streets - you provide the tuk-tuk stunts.

BANG BANGKOK: The trailers for the movies are bloody great - this one's very John Woo.

I'M WITH THE BOND: We've yet to play this 007-style level, set in the mountains above Monaco.

PORK CHOPPER: We predict explosions, speed tight corners. This is going to be stylishly messy.

TBC

BLOOD OMEN 2

The idea: Kain finds his vampire comrades slain and his powers stripped by a mysterious figure. It's down to you to take your revenge on the Sarafan Knights and recover the most powerful weapon on Earth – the Soul Reaver.

Best Features: The way you can take over an enemy's mind to overcome certain obstacles is entertaining stuff, but what really stands out is the combat system – defending in particular. You need to time your button press carefully, so that if an enemy swings at you horizontally, Kain blocks horizontally. Neat.

Bottom Line: *Blood Omen 2* is set 1,000 years before the events in the first *Soul Reaver* game, while *Soul Reaver 2* (in the shops now) takes place after *Blood Omen 2*. And that's what we're a little worried about – we just hope a promising action adventure game doesn't get too bogged down in thick plot.

ANTICIPATION ★★★★

TBC

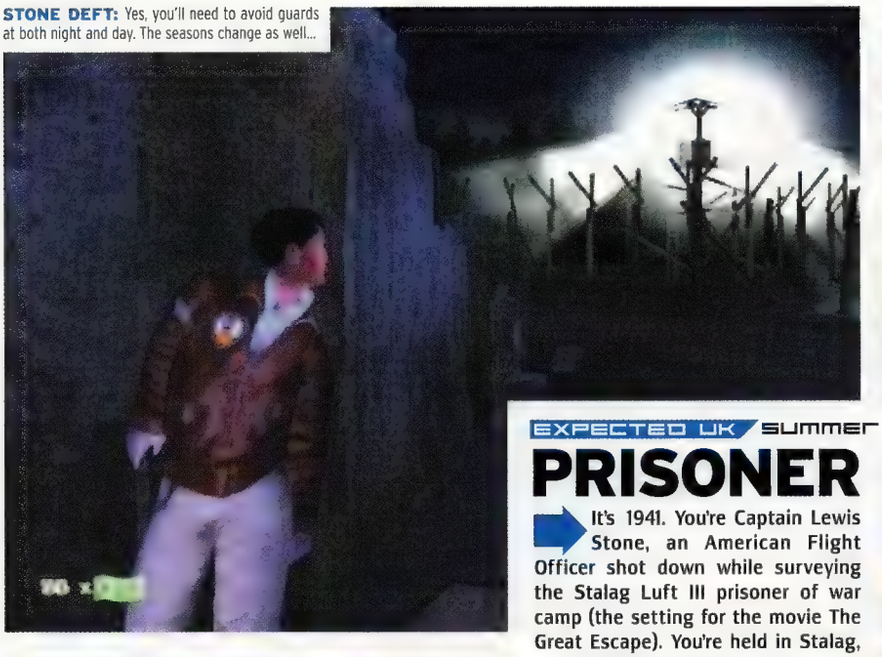
ESPN INTERNATIONAL WINTER SPORTS 2002

The idea: You pretty much know what you're getting here – *Track and Field* on ice.

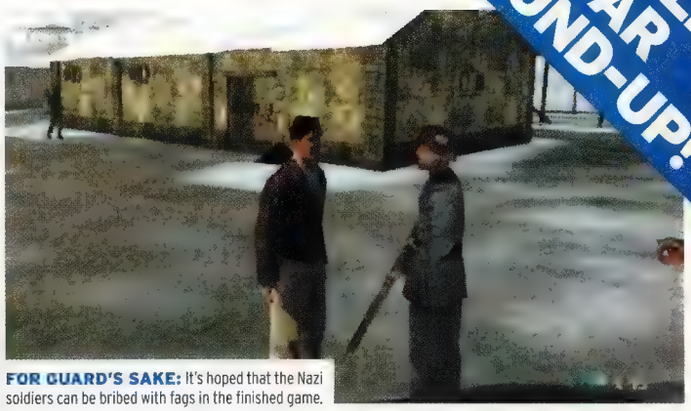
Best Features: Ten fast and reasonably frantic events, including Freestyle Mogul Skiing, Speed Skating, Snowboarding, Bobsledding and... Figure Skating. You can play as one of eight countries (including England) in Championship mode, competing in all the events, or opt for Trial mode and just aim for the records. There's also a two-player split-screen option – great entertainment for booze-muddled mates.

Bottom Line: With four more events than *Salt Lake 2002* and, seemingly, more reliance on mental button hammering, this looks the most promising winter sports game so far.

ANTICIPATION ★★



STONE DEFT: Yes, you'll need to avoid guards at both night and day. The seasons change as well...



FOR GUARD'S SAKE: It's hoped that the Nazi soldiers can be bribed with fags in the finished game.

EXPECTED UK SUMMER

PRISONER OF WAR

It's 1941. You're Captain Lewis Stone, an American Flight Officer shot down while surveying the Stalag Luft III prisoner of war camp (the setting for the movie The Great Escape). You're held in Stalag, and before long learn that Nazi scientists are working on a top secret weapon, and using the allied prisoners as a defence shield...

The idea: This is where you – human with sweaty DualShock 2 – come in. You need to escape and report your findings back to Churchill's Special Operations Executive in London. Only to be told that they need more information. So, as well as escaping – and being thrown into Colditz in the process – you need to uncover your captors' secrets.

Best Features: You get to steal cars, sabotage equipment and engineer mass escapes. Brilliant.

Bottom Line: To be honest (and that's what we're here for), the visuals need a bit of a lift – but we've only seen an early test version. In a game like this though, it's enemy AI that's going to be crucial – we're confident Codemasters can pull it off.

ANTICIPATION ★★★

OFF FENCE: Guards patrol with military precision, so you'll need to time your escapes carefully.

"YOU CAN EVEN DISGUISE YOURSELF AS ONE AND GAIN ACCESS TO PARTS OF THE CAMP YOU WOULDN'T NORMALLY BE ABLE TO REACH"

JON SMITH EXECUTIVE PRODUCER

Jon describes why you'll need to slip into an itchy Nazi uniform during *Prisoner of War*. Similar to *Metal Gear Solid*, the guards all have 'view cones' – so you'll need to use the shadows to avoid being spotted.

OBEY WAN KANOBI: You need to comply with camp rules so you don't raise the alarm.

EXPECTED UK SPRING

ARMY MEN: RTS

The idea: If you're still reading (we know, we know – the minute you see words like 'Army Men' and '3DO' in the same sentence, you tend to switch off...) you'll be pleased to hear that this is looking much more promising. It's exactly what an *Army Men* game should be – a real-time strategy title where you get to shunt around plastic soldiers.

Best Features: It's designed to be deep and strategic without putting off those who's rather gnaw off their own knees than sit through an RTS.

Bottom Line: It's got a lot to do just to get over the legacy of previous *Army Men* games – but we think it could just do it...

ANTICIPATION ★★

EXPECTED UK SPRING

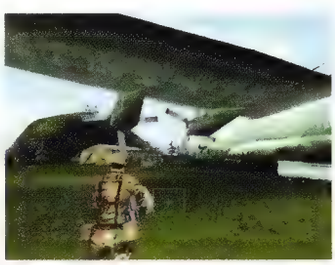
CONFLICT ZONE

The idea: A real-time strategy game set in 2010, which lets you take control of the good guys (ICP) or the villains (GHOST). But it's not just a case of overcoming military resistance – you'll need to win over the media and public opinion as well.

Best Features: Two campaigns (ICP/GHOST), each featuring 17 basic missions and one secret one. Incredibly advanced AI – the enemy *will* second-guess your next move. No 'fog of war' – it's assumed that ground, air and satellite intelligence means that it's incredibly hard for units to evade detection.

Bottom Line: Loads of novel touches means this RTS really stands out.

ANTICIPATION ★★★★



EXPECTED UK AUTUMN

DELTA FORCE

The idea: The *Delta Force* series debuted on PC back in '98, but its counter-terrorism theme seems more relevant than ever now. You're a member of America's elite Special Forces Operational Detachment, known as Delta Force. You take out terrorists. Fast.

Best Features: Good quality single-player missions – there are five campaigns, taking in the likes of a drug lord in Peru to terrorists in Chad.

Bottom Line: As long as NovaLogic address the problem with the 3D engine that plagued the first two *DF* games (the mix of close-quarters/long-distance seemed to suffer on many PCs), this should be smart.

ANTICIPATION ★★★

EXPECTED UK MAY

CONFLICT: DESERT STORM

The idea: Take control of four British SAS or US Delta Force soldiers in the Gulf War. It's a third-person action game with missions ranging from scud-hunting to assassination in Baghdad.

Best Features: Each member of your squad has their own expertise – heavy weapons, electronics etc – and, like in *Project Eden*, you'll need to control them individually in certain situations, and as a team in others. The longer they stay alive, the more experience points they pick up. What do points make? Sharper accuracy.

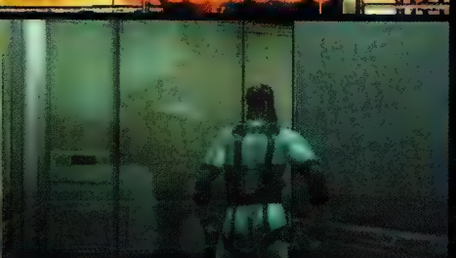
Bottom Line: The only other PS2 title we've seen from SCi was *AquaAqua* – they've got something to prove...

ANTICIPATION ★★

DON'T MISS THIS!

NOBUNAGA'S BACK...

... and this time he's as mad as hell. The exclusive unveiling of Capcom Japan's staggering sequel – only in the next issue of PSM2. You can't miss this stunner.



PLAYED RELIGIOUSLY!

VIRTUA FIGHTER 4

PSM2 brings you the first review of Sega's breathtakingly beautiful masterpiece. Prepare yourself.

METAL GEAR SOLID 2

The magazine that plays games harder than anyone else reveals all the secrets of Snake's greatest adventure.

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ROLL THE DICE!

DAY 1
Ideas are coming out of your eyes, there's a pile of ace games to get through and you've got new shoes – this'll be the best issue ever! You're so happy that you play *Pro Evolution* for a whole day.
Forward three spaces

DAY 2
Quick – look busy!
Twirl the Work Spinner!

DAY 3
Everything runs smoothly – even the kettle's on your side, enabling you to type without bandaged hands for a change.
Forward one space

DAY 4
Those lovely PR people have invited you on a press trip!
Twirl the PR Spinner!

DAY 5
The Memory Card corrupts four days worth of your *Silent Hill 3: Christ! What Have I Just Stepped In* saves.
Back two spaces

DAY 6
COVER DAY
Use the instructions in the panel to the right to discover what's going on your cover!

DAY 7
Overcome with a wave of creativity you rattle off several pages. You even write a caption that makes Duncan laugh.
Forward two spaces

DAY 8
While reviewing *Stuntman*, you can't think of any other TV stuntmen than Colt Seavers in The Fall Guy.
Back one space

DAY 9
Look busy!
Twirl the Work Spinner!

DAY 10
You haven't got the code for lead review. You've been ringing NobSoft for the last week who insist that it's in the post. Go out to the shops and buy it.
Back one space and lose £40

DAY 11
Hideo Kojima drops in by parachute to surprise you with *Metal Gear Kart* and treats everyone to a back rub.
Roll again!

DAY 12
As you've been living off Dairylea Munchables and Panda Cola for the last week you develop 'Journo Lethargy'.
Miss three turns

DAY 13
It's PR trip time today, so...
Twirl the PR Spinner!

DAY 14
Someone sends you a box of dancing monkeys to promote *Chimp Cha-Cha-Cha 2: The Shuffling*, and a few crawl out of the crate alive. Look at them wheeze!
Forward one space

DAY 15
Deadline begins. You have to eat out – you opt for steamed fish and vegetables, staying regular, fit and healthy.
Forward one space

DAY 16
Eating out time again. You grab a patty of ground-up eyes and cow's arse with a yellow singlet on top pretending to be a 'cheese burger'. You weep fat.
Back one space

DAY 17
You've been at work for 37 hours... even the tramp you mistakenly let into the office has buggered off to bed.
Back two places

DAY 18
Still no end in sight. If anyone asks if you've finished the mag you'll demonstrate how painful a comedy *Rayman* action figure, turned sideways, can be.
Back one space

DAY 19
DEADLINE DAY
Deadline? You must be more insane than we thought. You're going to have to work a little bit harder than that.
Back three spaces

THE WINNER IS...
Well, that's the trick, isn't it. The truth is that there *is* no end. The only way out of the endless cycle is in a body bag.

COVER DAY

It's the most important page of the magazine, so to give you the most satisfaction it better be a good 'un. To discover which game'll be gracing the front of PSM2 roll two dice to discover your fate.

1-2 *Army Men: Sarge Learns to Read*
Back five spaces
3-4 *Army Men: Sarge Gets The Runs*
Back four spaces
5 *Army Men: Sarge Comes Out*
Back three spaces
6 A new bemani RTS title called *Command & Conquer Music Factory*
Forward two spaces
7 *Disney's Lovematch Arena* – Mickey and friends star in an FPS where they blow kisses at each other
Back one space
8 *FIFA: Road to the World Cup* – a coach driving sim, where you bus selected squads to the stadium, then try to park
Miss a turn
9 *ESPN Figure Skating*
Forward one space
10 *Alex Ferguson's Watch Watcher*
Miss a turn
11 *Remains of the Day* – 'a ballistic 3D action-packed game loosely based on the Merchant-Ivory blockbuster'
Back one space
12 *Peter Duncan's Pro Darer* – game of the popular '80s daring show, in which Pete tries to eat worms and retrieve a frisbee from an electricity sub-station
Forward three spaces

THE SPINNERS...

Cut it out, shove a match through the middle and spin away.

WORK SPINNER

1 – Try to find a genuine in-game shot of *The Getaway*. Miss two turns
2 – Write a feature examining the importance of third-party joypads in today's society. Back three spaces
3 – Write eight-page walkthrough for *Evil Triplet*, the follow-up to platformer *Evil Twin*. Miss a turn
4 – Play a game all day then review it for the best PS2 mag in the world. And get paid for it!
Forward two spaces
5 – Write ten pages of tips on *Pro Evolution Soccer* – play it for three days. Forward three spaces
6 – Review the first ever Shinji Mikami/Hideo Kojima/Yu Susuki collaboration entitled *Really Really Ace: This Game Is Ace*. Throw again!

PR SPINNER

1 – Pig shooting weekend to accompany the release of *Hogs of War 2*. Miss two turns
2 – LaserQuest in Slough. Miss a turn and the bus home
3 – A *Jungle Book Groove Party* dance-off against your rival mags. Back three spaces and lose self respect
4 – No-nonsense hands-on test in a Harvester pub, followed by free drinks and a Ploughman's.
Forward one space
5 – Several days in the Canary Islands looking at *Tomb Raider 6*.
Forward three spaces
6 – A day out with Batman followed by a free bar. Roll again!

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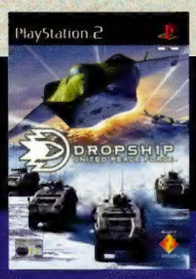

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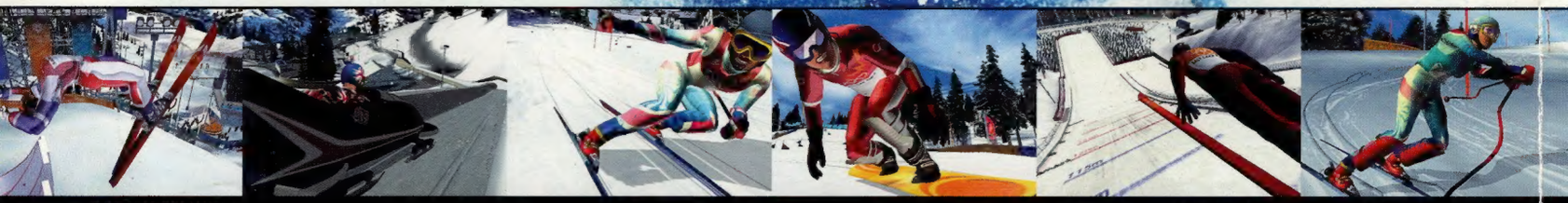

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